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M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"



Published by the Michigan Atari Computer Enthusiasts

FROM YOUR PRESIDENT

Tom Sturza

It is hard to believe that I am already writing my column for the August issue of the Journal. Where did the last year go? It sure went by fast!

As has been the habit of every MACE President for the past 5-6 years, it is time to ask for candidates to run for MACE Officer positions. The annual Officers Election will be held at the September 15, 1987 General Meeting.

We have reprinted the MACE Constitution in this Journal. It contains descriptions of each officer position and voting rules. Please note that officer candidates must be at least 18 years of age.

Concerning the election, I have both good news and not so good news to pass on to our members. First the good news - so far there are at least four members that have indicated that they wish to run for an officer position. I understand that we have candidates for Vice-President, Disk Librarian, Recording Secretary and Journal Editor. The not so good news is that we still need people to run for the other 5 officer positions.

If you are interested in being a MACE officer, please contact any current officer or send a note to the P.O. Box. We will be glad to discuss the position with you and answer any questions you might have!

To paraphrase some famous statements concerning the need for people's help:

"Now is the time for all good men (and women) to come to the aid of their User Group"

and

"Ask not what your User Group can do for you, but instead, ask what you can do for your User Group"

FROM THE DESK OF YOUR EDITOR

R.Charles Sibthorpe

Well, it would seem that from the responses to my article last month, the General Membership cares about the quality of their Journal. Excellent!! I purposely placed a few typo errors into my article to see just how you felt about **YOUR** monthly magazine. All indicators point to the fact that everybody cares and is concerned that the Editor does his job. I thank you, and the MACE officers thank you.

As promised last month, I have two (2) articles from Gordon Totty in this issue. "A Wife's Letter" is quite humorous and indicative of the traps we can fall into if we let the computer run our lives. Gordon's other article appears on page 11, "News From Other Groups," give us some insight on the activities of various Atari User groups across the nation.

Don Neff, our 8-Bit Disk Librarian, reviews a new Print Shop Label-making disk available from our Public Domain Library. Don also listed some of the disks available from our library.

On page 13, there is a proposed new amendment to the MACE Constitution that will be discussed and voted on at the September General Meeting. Included in this issue is the MACE Constitution for your reference and for public record.

Two months ago there was a MACE Group Purchase offer from Lynkers, Inc.. Because MACE is a recognized User Group, Lynkers, Inc. extended an additional discount of \$5.00. Therefore, each member who bought a Lynkers modem will receive a \$10.00 re-bate check from our Treasurer Burt Gregory at this General Meeting. On page 26 is yet another MACE Group Purchase Offer from OSS. This is an offer you can't refuse!!

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Bring the disk to the monthly General Meeting or send to it to: MACE PO Box 2785, Southfield, Mi. 48037 Attn: Disk Librarian.

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Upload to any MACE BBS or send to the MACE Post Office Box Address. Journal Submissions should include text and program listings on disk and hardcopy. Submissions will be returned if stamped self-addressed mailer is supplied and will be handled with reasonable care. However, publisher assumes no responsibility for return or safety of artwork, photographs, or manuscripts.

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TELENET LETTER

The following letter is being sent to all PC Pursuit customers. It is reprinted here, since the FCC proposal will affect not only PC Pursuit, but a mired of other on-line services. If you would like to call the PC Pursuit Net Exchange BBS, but your not a customer you may call (703) 689-3561, 24hrs, ASCII.

Telenet
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Telenet Communications Corp.
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703 689-6000

6/29/87

Dear PC Pursuit Customer:

You may be aware of the FCC's recent proposal to impose switched access charges on Telenet and the other enhanced service providers (ESPs). This letter is being sent to all PC Pursuit users to provide some initial information on the new FCC proposal and to answer questions you may have regarding the proposal and its potential impact on PC Pursuit and other computer-based services.

Switched access charges (also called "carrier access charges") were originally devised by the FCC as the interexchange carriers' means of payment for their use of the local exchange dial network in originating and terminating long distance traffic. Now the FCC proposes to extend these access charges to enhanced services such as Telenet's PC Pursuit, as well as to any other computer-based service which has interstate traffic, including database services, electronic mail, computer conferencing, home banking/shopping, timesharing, and videotex.

Based on information now available from the FCC, we estimate that access charges

would add approximately \$4.50 per hour to ESP costs for dial-in access to a remote host computer, and \$7-9 per hour for a service such as PC Pursuit which uses both dial-in and dial-out access on each call. PC Pursuit customers and other computer users would be particularly affected by these access charges. PC Pursuit's current "Flat-rate/unlimited usage" service would have to be repriced on a per usage basis, incorporating the \$7-9 per hour access charge. It is doubtful that the service could survive at this inflated rate.

Telenet and the other enhanced service providers intend to fight the FCC's proposal. You can assist in our effort by letting the FCC and your Congressional representatives know how access charges will adversely affect your ability to reach information and remote BBS systems affordably. The FCC has asked for this input. Please use this opportunity to add your voice to the debate and stop the proposed increase.

Once the FCC's official Notice of Proposed Rulemaking has been published, we will provide more details on the proposal. This information will include addresses and other information for your letters, and the FCC's schedule for receiving comments on the proposal. In the meantime, please address your questions or comments to FCC.ISSUES on PC Pursuit's Net Exchange BBS. PC Pursuit customers can access the Net Exchange using the following sign-on procedures:

@C PURSUIT,YOURID(CR)
PASSWORD=YOURPASSWORD(CR)

Working together, we defeated a similar proposal which would have applied access charges to PC Pursuit and other enhanced services just three months ago. With the same effort now we can repeat our victory, and protect the important computing resources we enjoy affordably today.

Flying The ST^(c)

by Allen P. Bargaen

commentary on the world of Atari ST computers

New Masthead

First things first - you will have noticed that we have a new masthead for the column, and that the masthead is now copyrighted. Permission to reprint is freely given provided that the the masthead is not changed or deleted in any way.

New Fonts

Publishing Partner has released several new fonts for their desktop publishing program, in a disk called "Font Factory". This particular font is called **TIMES**, and offers very nice print readability. Here are some of the others on the disk...

Avante Garde

This font is also quite readable. Choosing the one you like depends on your printer output as well as your personal taste.

Calligraphy :

for anyone with a need to do custom certificates, this just may be the font you are looking for.

Courier :

Typewriter type style is yours with this version called courier.

The opening paragraph by the way is done in "Columbia", a font available for downloading from CIS, or most ST BBS's in your area.

Remember that you will require both the printer driver, and the font driver for the font to work properly. All of the different fonts in this column were done with 9 point sizing by the way, so you can see the difference that font styles make. Finally, for this topic anyway, the page is printed with an Epson LQ2500 24 pin printer with Laser quality density. Looking for a challenge ? How about setting up a disk full of monochrome clip art for Desktop publishing ? Should make a welcome addition to a club library.

Wouldn't it be nice if

Atari actually was ready to release product as soon as it was announced!!! Consider for a moment, the marketing strategy of the industry giant, IBM. Their new series of personal computers was a closely guarded secret (with many wild and wooly rumors) until the day it was officially proclaimed. At the same time the announcement was made, it was possible for a prospective purchaser to go out and buy one of the units from selected retailers. Now, that is strategy. IBM is content to let the rumor mills create anticipation while they manufacture and distribute the computers they will deny are even being built.

Well, we all know that Atari just does not have that kind of clout - yet -. For a lot of reasons, they will not change their policy of announcing goods before they are ready for release. What that does of course, is create a LOT of frustration for people clamoring to get their hands on new product. One can't help but wonder just how many ST's have NOT been sold because people are waiting for the Mega machines. The better part of a year has now passed since the announcement was first made about the Mega ST computers, I wonder if Atari would be better served by having product ready to ship on the day of their official announcement. Perhaps future financial successes will allow Atari to re-think it's position of announcing product so very far in advance.

Has anyone seen my Blitter...?

This is not pick on Atari month, though it might seem like it, but where the heck is my Blitter? Promises promises. promises. The 1040 used to write these articles was among the first produced by Atari. I like it a lot, but I want my Blitter. Another example of poor marketing from Atari.

Things I would like to see...

Last month, I promised a peek into the warped paths of my I/O ports. Here are a few things I would like to see for the ST.

The Laser printer : A laser printer capable of operating on the ST as well as it does on the Macintosh, and having the ability to scan typed pages and reformat them for printing to a disk file in Std ASCII format.

Voice recognition : With the release of the Mega ST's (groan), how about a voice input device that will recognize the users voice patterns, and allow security access to sensitive files, or operate a number of appliances or perhaps allow direct voice to computer programming. The technology is not radical, and as a matter of fact, is here now. this type of interface however is severely restricted by memory allocation. Another good reason to get those Mega ST's out of the labs and into the hands of hackers like us!

CAD aids like ...

Oh I don't know, maybe a good FAST graphics tablet that will allow interface with DEGAS, or any of the other fine drawing programs out there, as well as the CAD programs. The SUMMA corporation has an excellent one on the market now for the IBM and it works like a charm. How about it SUMMA ? This device would really allow developers to get the most from their Computers.

Shucks ... Just when I was rolling, the page is full. Ah well, off to the worlds of Zanth, where all good programmers retreat between sessions. Have an ATARI day and remember to support your club as best you can. It's all up to you.

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NEWS, VIEWS AND REVIEWS

By Paul R. Wheeler

I am amazed at the quantity of new programs arriving on the 8bit and the 16bit scenes these days. When MACE and I first started in computers, you didn't get in a year, what now is being introduced each month and the quality is much better than the good ol' days. I have been mainly into the database end of it and am still waiting for a program that will do all that DataPerfect (LJK) can do on the 8bit and with the speed of TrimBase (Michtron) on the 16bit. As yet, I have not found one that can do global updates on a field based on the condition of another field. Also, why can't the date field be adjusted to a MM/YY pattern, which is the way records are kept in clubs, groups, subscriptions and membership records. There are now databases coming from across the pond that will allow the changing of the DATE field from MM/DD/YY to DD/MM/YY or vice versa, but not the MM/YY style. I am in the process of changing over the membership files to the ST from the DataPerfect 8bit, for the speed and capacity it provides but up to now I have not found the one that meets all my requirements. Any and all suggestions from the membership is welcomed and encouraged.

In the recent months, most of the news has been associated with the 16 bit machines but there is quite a lot going on in the 8 bit branch of the family also. One thing that caught my eye was the Atari XF 551 5-1/4-inch disk drive. It is rated 50% faster than the current 1050 drive and supports the true double density as well as

the single and Atari enhanced densities. The XF will come with a new disk operating system, ADOS, which adds such features as time/date-stamping and sub-directories. As usual, Atari announced no firm release date or price, but expressed that the XF 551 would cost roughly the same as the 1050. [Bye-Bye 1050??]. You might ask, why not a 3 1/2-inch drive? Well, Atari approached software publishers with the idea, only one company expressed interest in reissuing its programs on microfloppies. Strange, I have been reading that the 5-1/4-inch floppies were on the way out, in fact, several manufacturers have already ceased making the 5-1/4's in favor of the 3-1/2's and some software publishers are talking of packaging both versions during the transition. True or rumors? Take your choice. One thing I find about the ST versus the 8bit software, is the attitude of the publishers. While the ST has the strong backing of such companies as 'MichTron, Electronic Arts (formerly Batteries Included), TimeWorks, and the like, the 8bit publishers seem to be taking an 'We're doing you a favor...' attitude. Well, the beat goes on.

MACE and the Journal output and the memberships input are directly related to each other. If you can't or don't wish to write an article or review, at least let the officers know what you would like to see written. There are so many categories that without your input it is very hard to know what it is that's

important to YOU! Such as word processors, printers, modems, drives, monitors, databases, graphics, music, games, finance, utilities and the list goes on.... So, what is it you want to hear? Let us know!



At the last ST-SIG meeting, Keith Renolds of Michtron gave demos on the Revisiter, Gold-runner and Airball. The first is a video digitizer and the others are games. All three are Michtron products. Thanks Kieth and hope to see more demos in the future. At the same meeting a demo was given of Make-It-Move, public domain games, and the PC-Ditto by Avante-Garde Systems. The last was demo'd by Fred Kandah courtesy of SoftHouse, and it allows the running of IBM programs on the ST. Hundreds of programs have been certified (ie: Have been tested and proved runnable on the PC-Ditto) and this list includes Lotus 1-2-3, Word Perfect, dBase (all vers.), and Microsoft Word. Which only proves the old adage 'more than one way to skin a cat'.

Thanks to the members who given their comments on this page and while they were all favorable, I want to make it perfectly clear....All comments are welcomed.

prw



-BIT VS. ST WHAT'S ALL THE FUSS?

By Angela Burns

[The following article is a reprint from the June, 1987 issue of the "DAL-ACE" User Group newsletter.]

On ATARIFEST Saturday, I heard an ST owner say to an 8-bit owner that she wouldn't be "smart" until she had purchased an ST. Later that same day, I heard an 8-bit owner remark that the STers just abandoned the old faithful earlier machines, along with their users, as soon as they had a chance.

When are you guys out there going to stop fighting? Is someone going to notice that each machine has its advantages and disadvantages? That owning an XL or XE or even an old 400 doesn't mark the user as hopelessly outdated and even senile? That, by the same token, ST owners are not automatically techno-nerds, with ice in their hearts? GET REAL, PEOPLE!

As the proud, new possessor of a 520ST, I am naturally excited with the expanded memory, the enhanced graphics capability and other neat features of my new "toy". I even get a kick out of the incredibly quiet drive; instead of listening to it grind, I have to watch the light to see if it's really working. I'm in love!

HOWEVER, as the still proud owner of a battle-scarred 800XL, without so much as a memory upgrade, I'm not ready to set it out with the trash next Thursday! There's still a lot of life in the old lady, even if she doesn't look like much any more. We're happy with all our addresses, magazine collections, and disk indexes on "SYNFILE+". There are still things I write with "TEXTPRO", an outstanding public domain word processor (available in our club library). And we just indexed the video tapes last week (on another club disk). Not to mention the zillions of games we've got!

There are some distinct advantages to keeping the old machine after springing for an ST. If my drive goes out, I no longer have to suffer agonizing withdrawal pains while it's away. (By the same token, I don't have to worry so much what the kids are going to do to the XL next. I can live until it gets fixed.) Neither do I have to stare at the same six pieces of software until my library grows; I have plenty of variety in the last two years' worth of software choices. And, perhaps best of all, I can spend as much time as I want on the ST without feeling like a rotten mother for not letting the kids on; they can use the XL.

I don't just think it would be stupid of me to let the XL go; but given today's prices for 8-bit systems, I think many ST owners could do worse than to pick one up while the picking's good! They can be very handy to have around, whether you have children or not.

So, let's quit all this silly squabbling, shall we? What we have here is two marvelous examples of modern technology, each superb in its own way. If we must feel snobbish about something, let's pick on the poor you-know-what owners who paid over seven bucks per K! They're in worse shape than any ATARI owner I've ever come across.

ERRATA

So you accidentally gave two files the same name on the same disk eh? Every time you try to change the name of one, both names change right? Well, MACE is here to help! Type this in and you will be able to change one name at a time:

POKE 3118,0 : X=USR(6047) <RETURN>



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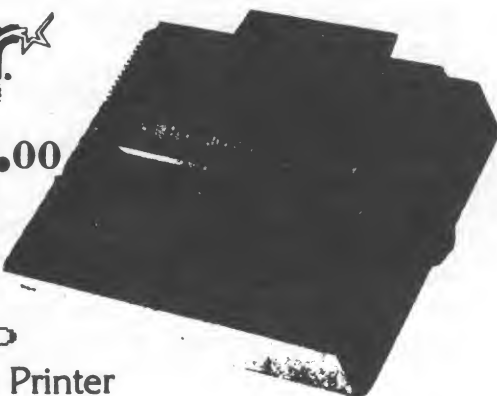


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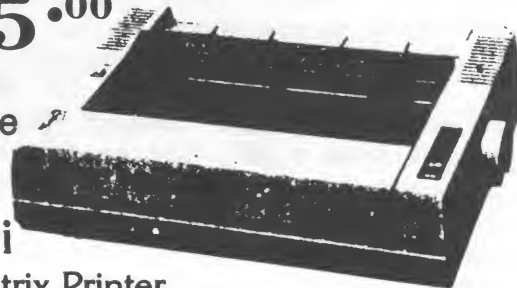
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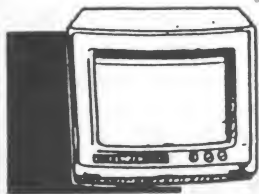
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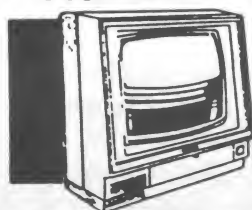
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ST EXTRAS

SF354	Single Sided Disk Drive
SMM804	80 CPS Dot Matrix Printer
CO70263	Ribbon for the SMM804

NEW 8-BIT PRODUCTS

by Jim Kennedy

These are the product announcements that MACE has received at the PO Box for the Atari 8-bit computers. Please check in the area with our advertisers prior to ordering and tell them where you saw their information.

"MICROMOD Turbobase" (database program)
Mircomiser Software
1635-A Holden Avenue
Orlando, FL 32809
(305) 857-6014
\$159.95 (800/XL/XE & one drive)

"MICROMOD Turbobase" is a database management system. Record storage/floppy ranges from 5,000 (SD) to 10,000 (DD) for G/L records. Addresses; 1,500 (SD) to 3,000 (DD). (All three densities supported). Invoices; 700 (SD) to 1,400 (DD). Total capacity for accounting records is unlimited. Word processor with 25K text buffer (49 screens). The features seem almost endless, write for their brochure.

"X-10 Powerhouse" (special interface)
Terrific Corp.
17 St. Mary's Court
Brookline, MA 02146
(617) 232-2317
\$119.95 (X-10 Powerhouse) (min. 48K RAM)
\$49.95 (Interface & software only)

"X-10 Powerhouse" will let you use your Atari 8-bit for controlling lights, appliances and other devices throughout your home. Use it for security, safety and energy savings. Each interface kit includes an "X-10 Powerhouse", a special ATARI interface adapter and the Power Manager software disk. Tell them your a MACE member!

NEW ST PRODUCTS

by Jim Kennedy

The following are new product notices that we have received at our PO Box for the Atari ST computers. When communicating with these companies, please let them know that you say it in the MACE Journal. Also, check our advertisers, you may find they carry it (locally)!

"Font Partner" (font creation program)
Interactive MicroSystems
P.O. Box 1188
Canyon Country, CA 91351-2600
(805) 298-7357
\$24.95 (avail. mid August, 1987)

"Font Partner" creates font styles for use by the Publishing Partner (tm), by SoftLogik Corp.. You can create both printer and screen fonts using either a color or monochrome monitor.

"pc-ditto" (IBM - PC Emulator)
Avant-Garde Systems
381 Pablo Point Drive
Jacksonville, FL 32225
(904) 221-2904
\$89.95 (520/1040ST)

"pc-ditto" will emulate an IBM PC with monochrome, color, serial and parallel ports (or an XT with optional Atari hard disk). Popular PC programs like; Lotus 1-2-3, IBM DOS (all), Managing Your Money, Multiplan, PC Window, Sidekick, Word Perfect, GEM, Sideways, GW BASIC, dBase (all) and more run using "pc-ditto".

"ST Informer" (newspaper)
909 NW Starlite Place
Grants Pass, OR 97526
\$14.95/12 issues (1 year)

NEWS FROM OTHER GROUPS

by Gordon Totty

A couple of meetings ago, I walked out with an Atari computer lover's mother lode ... 14 user group newsletters, or journals, and the latest Antic magazine. This assured me of at least four to five pleasurable evenings, reading about my hobby. Summarized below for you is a quick tour of the stuff I found most interesting. Jim Kennedy may be able to loan you any of these journals should you wish a more in-depth look at them.

Let's start with the Portland Atari Club newsletter (April 1987). In the view of Dan Gibson, PAC is dying. His article was rather scary to me, as it sounded a lot like the history of our own beloved MACE, at least from my perspective. His major points, in outline order:

- * Five years ago, enthusiastic Atari 8-bit users.
- * Industry downturn.
- * Commodore and Apple maintain software support.
- * Introduction of the 130XE and the 520ST. The ST gets software support; the XE gets some, but not much.
- * PAC divides into ST-ers and 8-bit supporters (notice how I avoided saying 8-bitters ... who is bitter?). Neither cares about the other.
- * Pac attendance is declining. Lack of volunteers is apparent. Burnout amongst the leaders ...
- * A group of ST users now has broken away from PAC to form their own group.
- * In Dan Gibson's view, this group is doomed because it is made up of programmers and application users, another schism!
- * Economies of scale are lost.

Gibson argues for all Atarians to hang together for the good of each other. He proposes some of each meeting be devoted to each computer model. I agree with him, and we have seen our own officers working to achieve this.

I confess to having fallen a bit into the trap of ignoring the ST folk; in fact, I even commented on it in one of the prior issues. Further reflection has led me to realize the following.

First, I will eventually buy an ST, or one of the newer models. It is just a question of time and money, but I'll be there. For that reason alone, I want to be around the ST folks, ST demos, and ST discussions.

Second, the economies of scale are very important. It is easier on all of us to rent one hall, put out one newsletter, and have one set of officers. Sticking together, we have more clout.

Finally, I have a hobby. For me it is home computing. Not 8-bit home computing. Not Atari home computing. Home computing, in general. In fact, I would be happy if our user group was more general and included IBM users. I think there are computer groups formed this way, with SIGs for brands.

Let's hang together, shall we?

This issue of the PAC newsletter also included a good article on the practice of coldstarting by Wayne Habberstad (of LA-ACE). After explaining the problems with power surges, he gives some good tips.

When warmstarting, i.e. RESET, doesn't do what you need, try this from BASIC: A=USR(58487).

With an XL/XE try BYE followed by RESET when the self test menu appears. Or, POKE 580,1 then hit RESET (my favorite).

Not in BASIC, you can try this from DOS: menu option M, with \$E477 as the address.

Suppose you are in the middle of
BOOT ERROR
BOOT ERROR
BOOT ERROT
etc.

Hold START down and press RESET. Replace the disk and press RESET again. (This little jewel first tricks the computer into thinking you are going to boot from a cassette. You remember them, I hope.)

Programs on the 130XE ramdisk will be safe unless there is RAMDISK.COM on the boot disk. At this point, however, attempting to go to DOS from BASIC will cause the computer to attempt to load DUP.SYS from Drive 1. Avoid this by POKEing 5439,56, which will cause DUP.SYS to be read from the ramdisk.

Now let's dip into the Puget Sound Atari News (March 1987) for look around. This is a combined newsletter of the KC-Ace, StarBase, BRACE, and SPACE User Groups.

There is a very good tutorial by Mike Fulton on the ST blitter chip. In fact, there are several good technical articles, including putting 256K into a 600XL and another on battery backup for the XL/XE. My favorite, however, was titled Japanese Word Processing by Jiro Shibata, M.D. I'm just not, nor ever expect to be, a "techie". Dr. Shibata explained the difficulties of word processing with an Atari dealing with the three character groups of the Japanese language, Hirakana, Katakana and Kanji. Each Kanji character requires a 16X16 pixel image. The ST handles this a lot easier than the 8-bit line.

It is even more complicated than finding enough memory and speed. The same character may have different pronunciations, and different characters may have the same pronunciation. Of course, we have some of this in English but not to the extent existent in Kanji, apparently. Striking one key on a Japanese keyboard sometimes brings up a selection of ten characters for a choice to be made. This slows down the word processing quite a bit.

The JACG Newsletter (March 1987) from Pine Brook, New Jersey included some very nice text effects, courtesy of Eli Tomlinson. Try this one to fade a screen in:

```
100 POKE 710,0:POKE 709,0:POKE 752,1
110 ?CHR$(125)
120 POSITION 2,2:?"HI THERE."
130 FOR L=0 TO 14 STEP 2
140 POKE 709,L
150 FOR T=1 TO 24:NEXT T
160 NEXT L
170 END
```

And here is a routine that will display a text line by expanding the line from the center:

```
100 DIM A$(40),B$(40)
110 ?CHR$(125):POKE 752,1:A$="This
    should look really nice."
120 X=20
130 FOR L=1 TO LEN(A$)/2
140 B$=A$(1,L):B$(LEN(B$)+1)=A$(LEN
    (A$)-L,LEN(A$))
150 POSITION X-L,10:?"B$
160 NEXT L
170 END
```

Eli's last routine displays graphics 2 text on the top of the screen:

```
100 DL=PEEK(560)+PEEK(561)*256:POKE
    DL+3,71:POKE DL+6,11:?"CHR$(125)
110 POKE 708,14:POSITION 5,0:?"HI
    THERE."
```

The SLCC Journal (April 1987, San Leandro Computer Club) includes an excellent review of VIP Professional written by Chuck Amaral Jr. This is the single most important program that makes me wish that I had an ST. I hope that I am not disappointed when I finally get there.

In the February 1987 issue of the newsletter of Atari Computer Enthusiasts, New South Wales, (Australia) I noticed a set of seven small programs by Ian Champ that make up a software catalog. The data base has only two fields, disk number and program name. This issue also included a reprint of nine short BASIC routines written by Jean Rowe and Dale

Bryant (SBACE Gazette, July 1986), and a lengthy biorythm calculator by Stephen Lawrence and Craig Armsworth. The last page, page 53 if you are interested in how large some other newsletters are, reminded me that I was not reading an American publication. On that page was printed a drawing of the Reagans, Ron and Nancy, in the "American Gothic" pose. Mildly amusing, and very good likenesses to boot. What was slightly jarring, however, was the border of bombs. I think we Americans are perfectly willing to make all sort of fun of each other, but we are not as quick as foreigners to characterize ourselves as war-mongers. That said, I'll drop the subject as this is not a political publication.

Two issues of The Australian Gazette published by Melbourne Atari Computer Enthusiasts, MACE if you didn't notice, were made available to me. The humor in these, and there seems always to be some, is offbeat and sometimes a bit strong for our Journal.

My treasure trove was rounded out by two issues of Current Notes, the monthly magazine of WAACE that was mentioned in both the February and May 1987 issues of Antic.

I have run this article on long enough (my editor is breathing down my neck) and so I will stop now. I hope to be able to hang on to the "gazettes" and the "notes" in order to look at them more closely and reprint some of the good stuff for you in the next issue. Meanwhile, hang by your thumbs and write if you get work. (We should have a contest to see who can identify that line!)

(concluded from page 10)

"ST Informer" is a NEW source of news & information for Atari ST owners. So new in fact, that their first issue was June 1987. Issue #2 (July) has 24 pages with news from the Seattle Atari Trek, Neil Harris interview, the new 520STfm, ST's & VAX, reviews, Atari stock split, pictures (from Seattle), New Products, Public Domain (PD) software watch and more.

PROPOSED AMENDMENTS TO THE M.A.C.E. CONSTITUTION

The following is notification that a vote on proposed amendments to the M.A.C.E. User Group constitution will be discussed and held at the September 21, 1987 General Meeting, prior to the yearly election of M.A.C.E. officers.

Proposed Amendment #1: That all references to "DISK LIBRARIAN" found in the current version of the M.A.C.E. Constitution be changed to read "8-BIT DISK LIBRARIAN". And the duties for this officer be changed to read "... maintaining the 8-bit Public Domain disk library ...".

Proposed Amendment #2: That a new officer position of "16-BIT DISK LIBRARIAN" be established and added to all necessary sections of the current version of the M.A.C.E. Constitution. The description of duties for this officer would be "The 16-bit Disk Librarian shall be responsible for maintaining the 16-bit (ST) Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/she shall sell these disks to M.A.C.E. members ONLY."

To have a quiet load for basic programs type in the following before using ENTER ,RUN, or LOAD :

POKE 65,0 <RETURN>

The cheapest and most plentiful supply of OKIMATE 10 printer ribbons seems to be Children's Palace. They sell Black or Color ribbons for \$4.49 each. They also stock the special smooth faced paper for thermal transfer printers at \$4.99 for 250 sheets. This paper makes a noticable improvement in the letter print quality of the OKIMATE printers.

UTILITY PROGRAMS AVAILABLE FROM THE MACE LIBRARY

*** UTILITIES ***

DISK	PROGRAM	DESCRIPTION
U01	ATARI TRANS	TRANSLATOR FROM ATARI
U02	DLISTER.BAS	SHOWS GR. DISPLAY LIST
U02	MINIUTIL.BAS	COPY TAPES TO DISK
U02	LABELMKR.BAS	AUTOMATIC DISK LABELS
U02	LISTER.BAS	EPSON PRINTER UTILITY
U02	TVTEST.BAS	TEST YOUR MONITOR
U02	BOOTHEDIC.BAS	BOOTHEDIC
U02	MOCLICK.BAS	CREATIVE COMP SEPT.83
U02	TIMECLOCK.BAS	REAL-TIME DIGITAL
U02	DIRPRINT.BAS	PRINTS DISK DIRECTORY
U02	DOCTOR.BAS	READ DISK SECTOR DATA
U02	HEXDEC.BAS	HEX-DEC INTERCHANGE
U02	MSBMAKER.BAS	JUST LIKE DOS DOES IT!
U02	AUTOMATE.BAS	MAKE YOUR OWN AUTORUN
U02	CREATOR.BAS	LIST AN OBJECT FILE
U02	DIETY.BAS	LIST A SECTOR
U02	LABELPNT.BAS	MAKE ANY KIND OF LABEL
U02	LIBRARY.DOC	PRINT REQUEST FOR HELP
U02	LIBRARY.BAS	EXPLAINS LIBRARY.DOC
U03	LISTHEM.BAS	LIST MEMORY CONTENTS
U03	BESTAUTO.BAS	AUTORUN.SYS MAKER
U03	DCHECK2.BAS	DATA DEBUS AID
U03	READFIL3.BAS	READ D/L BUFRER FILE
U03	ALPHADUMP.BAS	LIST MEMORY BY PAGE
U03	MAXIMENU.BAS	MEMUPLOT VERSION 3.0
U03	BUDGET.BAS	BUDGET BY WEEK/MONTH
U03	DISCKLOCK.BAS	REAL-TIME DIGITAL
U03	PTNMMKR.BAS	PATTERN MAKER
U03	CHECKBAL.BAS	BALANCE YOUR CHECKBOOK
U03	POLYCOPY.BAS	MULTIPLE COPIER
U03	FONT.BAS	CHARACTER EDITOR
U03	PLAYMISL.BAS	PLAYER-MISLE EDITOR
U03	NEATLIST.BAS	PRINT FROM DISK FILE
U03	LIBRARY.DOC	REQUEST HELP FROM MACE
U03	LIBRARY.BAS	EXPLAINS LIBRARY.DOC
U04	ANTIC PD046	ESSENTIAL UTILITIES
U04	READFIL3.BAS	READ D/L BUFFER FILE
U04	REPAIRIS.OBJ	ADD COMMANDS TO BASIC
U04	WEDGE.OBJ	BY MARSHALL DUBIN
U04	WEDGE.DOC	DISASSEMBLE ML
U04	DISASMBL.LST	FAST FINGERS
U04	FINGERS.LST	LIST THE VARIABLES
U04	XREFUTIL.LST	COMPARE 2 FILES
U04	SUPRCOMP.LST	AUTOMATIC LINE NUMBERS
U04	TOOLSDO.LST	RENUMBER BASIC LINES
U04	RENUMBER.LST	LOCATE ERROR TRAPS
U04	TRACE.LST	HASS LINE DELETE
U05	LINEDLT.LST	SYSTEM STATUS MONITOR
U05	SYSTAT.SYS	LOADS SYSTAT.SYS
U05	SYSTAT.BAS	FORMAT BLANK DISKS
U05	FORHAT.BAS	PRINTER UTILITY
U05	EPSONDL.BAS	SCRAMBLE BASIC LISTINGS
U05	SETUPPTR.BAS	ON-SCREEN CLOCK
U05	PROTECT.BAS	DISASSEMBLE ML
U05	RUNTIME.BAS	PRINTER UTILITY
U05	DISASM.BAS	PRINTER UTILITY
U05	EPSONDTP.LST	ML TO DATA STATEMENTS
U05	EPSONDLB.SHL	CREATE DATA STATEMENTS
U05	AUTODATA.BAS	LIST VARIABLES
U05	XREF.BAS	PRINTER UTILITY
U05	EPSONL3.TER	DRIVE SPEED TACHOMETER
U05	RPNCHECK.BAS	DOZEN EPSON UTILITIES
U05	EPSON UTILS	PRINTS GRAPHICS SCREEN
U06	GRAPHICPRINT	HORSE CODE TUTOR
U06	CODETEST.BAS	CHECK LOG FOR DUPS
U06	CALLDUPE	RECORD OF CONTACTS
U06	CONTEST.LOG	ELECTRONIC FORMULAE
U06	EFORMS	LC VALUE COMPUTER
U06	LCCOMP	ALGALCULATE WITH PRES
U06	MINIMUF	DESIGN RESISTOR PADS
U06	ADPDX	COLOR CODE CONVERTOR
U06	RESISTOR	DESIGN RF COILS
U06	RFCOIL	YABI ANTENNA DESIGNER
U06	YASICAL	LOCATE THE SATELLITE
U06	SATLPT	RADIO ELECTRONICS
U06	ANTIC PD064	LOCATE STAR ON PLANET
U06	ASTRONOMY	COMET CO-ORDINATES
U06	HALLEY	HURRICANE TRACKER
U06	HURRICANE	PLOT CONSTELLATIONS
U06	PLNTARUM	PLANET TRACKER
U06	SOLARSYS	ASTRON & METEOROLGY
U06	ANTIC PD063	EXPLAINS DISASMBL.OBJ
U06	DISASMBL.DOC	4502 ML DISASSEMBLER
U06	DISASMBL.OBJ	EXPLAINS DOWMIZ.OBJ
U06	DOWMIZ.DOC	READ DOC FIRST!
U06	DOWMIZ.OBJ	NICE MENU
U06	CCSHENU1.BIN	-
U06	CCSHENU2.BIN	-
U06	CCSHENU3.BIN	-
U06	CCSHENU4.BIN	-
U06	RESCUE.DOC	PART 1 OF DOC
U06	RESCUE2.DOC	PART 2 OF DOC
U06	DUD.DOC	EXPLAINS DUD.BIN
U06	RESCUE.BIN	READ DOC FIRST!
U06	DUD.BIN	READ DOC FIRST!
U06	FASTDUP.DOC	EXPLAINS FASTDUP.BIN
U06	FASTDUP.BIN	DISK DUPLICATOR
U06	SHADOW.DOC	EXPLAINS SHADOW.BIN
U06	CCS.DOC	EXPLAINS FILES BELOW
U06	CCSCOMP.BIN	COMPRESS FILES
U06	CCSALL.BIN	EXPAND COMPRESSED FILE
U06	CCSCXP.BIN	EXPAND COMPRESSED FILE
U06	CCSLOADA.BIN	EXPAND COMPRESSED FILE
U06	SHADOW.BIN	READ DOC
U06	APPLE.EAT	WORM EATS APPLE LOGO
U06	MESSAGE	SCROLLING MESSAGE
U06	BIOCHART	BIOGRAPHY GRAPH
U06	COLORSTK.B01	7-COLOR WITH JOYST
U06	NEWCLOCK.B01	CLOCK ON SCREEN
U06	MICROASM.DOC	ASSEMBLE ML
U06	HENTEST.DOC	TEST YOUR RM CHIPS
U06	ASHEDT.B01	EDIT ML?
U06	ASHDR.B01	LOAD ASSEMBLER
U06	ASH.B01	ASSEMBLE ML
U06	MICROASM.B01	ANOTHER ML ASSEMBLER
U06	LOADOBJ.B01	LOAD BINARY FILES
U06	ASH.B01	ANOTHER ASSEMBLER
U06	NUM.OBJ	NUMBER LINES
U06	COLOR.B01	SELECT COLORS
U06	ANTIC PD 010	SUPER UTILITIES 01
U06	BUBLBORT.ANT	SHORT LIST OF DATA
U06	TYPE.LIB	CHECK ANTIC TYPE-IN
U06	CAESARSC	ROMAN NUMERAL CLOCK
U06	HOMEINVE	HOME INVENTORY LIST
U06	KEYSCIP	-
U06	SYNTAX	-
U06	COMPARE	COMPARE TWO FILES
U06	SUPER.MEN	NICE MENU
U06	SCRNPRNT	SCREEN DUMP ROUTINE
U06	RENUMBER	RENUMBER BASIC LINES
U06	DISKLABL	MAKE DISK LABELS
U06	COMPACT	COMPRESS FILES
U06	SYSTAT.BAS	SYSTEM STATUS REPORT
U06	HEXDUMP	SAVE MEMORY CONTENTS

*** UTILITIES ***

DISK	PROGRAM	DESCRIPTION
U14	BUILD21.BAS	COPY DISKS
U14	DOFAST.BAS	REAL-TIME CLOCK
U14	RTCLOCK	TERMINAL PROGRAM
U14	ANTIC PD 011	SUPER UTILITIES 02
U14	ANTIC PD 012	SUPER UTILITIES 03
U15	COPYUTL	SECTOR COPIER
U15	DISKLABL	PRINT DISK LABELS
U15	STIADENO	DEMONSTRATES STIA CHIP
U15	CONVERT.DOS	DISASSEMBLE ML
U15	DISASM	MODIFY DOS.SYS
U15	MODDOS.OBJ	SET UP PRINTER
U15	SETUPPTR.BAS	MAKE BOOT TAPES
U15	KEYBOARD.BAS	TERMINAL PROGRAM
U15	CBOOTHR	SHALL PRINT ON PRINTER
U15	MINIATRM	RS 232 PROGRAM
U15	TINYTEXT	DECIMAL TO HEXIDECIMAL
U15	RS232.ARS	CHAMBERLIN'S NEW SCOPY
U15	DECTOHEX.ASH	SIMILAR TO SYSTAT
U16	SCOPY 1030	SPLIT LONG TEXT FILES
U17	SYSCHEK.BAS	LABELS FROM DISK DIR
U17	FILESP.BAS	ASCII FILES TO ATASCII
U17	DISBER.BAS	EXPLAINS ASCII PROS
U17	ASCII.BAS	SEARCHES FOR MODEMS
U17	ASCII.DOC	WHAT IS THIS ???
U17	DIALER.103	ANOTHER LABEL PROGRAM
U17	BASICMLP.BIN	COMPUTES LOAN PAYMENTS
U17	LABELM.BIN	PERSONAL FINANCE & EDU
U17	LAP.BAS	PERSONAL DATA BASE
U18	ANTIC PD071	ANALYZE LIFE INSURANCE
U18	BOOK KEEPER	PERSONAL LEDGER DB
U18	LIFE INSR	TEACHER'S DATA BASE
U18	LEDSR	ICON GRAPHICS EDITOR
U18	TEACHER'S WS	130XE HI-RES DESIGNER
U19	ANTIC PD088	"BEST OF ACE SERIES"
U20	ANTIC PD078	MEMORY CHIP TEST
U21	ACE 08	TEST FLOPPY DISKS
U21	FLAM TEST	DRIVE TACHOMETER
U21	RPM TEST	DISK LABEL FROM DIR
U21	DISK LABEL	SECTOR COPIER
U21	BLACK RABBIT	FROM PITTSBURGH ACE
U22	PACENUME.BAS	LOADS DIFFERENT FONTS
U22	ELECTYPE.BAS	HAPPY HALLOWEEN
U22	RENUMBER	REDEFINE KEYS
U22	HPYHLMW.BAS	SECTOR COPIER
U22	SOFTKEYS.BAS	PICTURE OF 400
U22	MULTICOPY.BAS	AUTOMATIC BASIC LINE #
U22	ATACI400.BAS	ALTERNATE CURSORS
U22	AUTOMHBR.BAS	HIGH SPEED REPEAT
U22	CURSOR.BAS	JOYSTICK CURSOR CONTRL
U22	FASTKEY.BAS	CREATE AUTORUN.SYS
U22	JOYCRSR.BAS	COLOR ALIGNMENT SEN
U22	JOYCRSR.BAS	LAMACHINE.BIN
U22	JOYCRSR.BAS	TURBO BASIC
U22	JOYCRSR.BAS	TURBO DOC
U22	JOYCRSR.BAS	ANTIC PD053
U22	JOYCRSR.BAS	ANTIC PD041
U22	JOYCRSR.BAS	ANTIC PD048
U22	JOYCRSR.BAS	ANTIC PD067
U22	JOYCRSR.BAS	HOWE MATH
U22	JOYCRSR.BAS	ANTIC PD043
U22	JOYCRSR.BAS	PRINT SHP UT
U22	JOYCRSR.BAS	ANTIC PD054
U22	JOYCRSR.BAS	ANTIC PD055
U22	JOYCRSR.BAS	DUPFAST.OBJ
U22	JOYCRSR.BAS	STICK ST.BAS
U22	JOYCRSR.BAS	DUPFAST.BAS
U22	JOYCRSR.BAS	NEWMDP.SYS
U22	JOYCRSR.BAS	TESTEXE.OBJ
U22	JOYCRSR.BAS	FORMATIX.BAS
U22	JOYCRSR.BAS	DISKTEST.BAS
U22	JOYCRSR.BAS	DEDITOR.BAS
U22	JOYCRSR.BAS	TVTEST.BAS
U22	JOYCRSR.BAS	DISKASS.BAS
U22	JOYCRSR.BAS	MLNUMK.BAS
U22	JOYCRSR.BAS	FINANCE.BAS
U22	JOYCRSR.BAS	SARSRAPH.BAS
U22	JOYCRSR.BAS	BANKBAL.BAS
U22	JOYCRSR.BAS	CHECKPRY.BAS
U22	JOYCRSR.BAS	IRA.BAS
U22	JOYCRSR.BAS	PVPERIOD.BAS
U22	JOYCRSR.BAS	SINKFUND.BAS
U22	JOYCRSR.BAS	FVIN.VAS
U22	JOYCRSR.BAS	NPV.BAS
U22	JOYCRSR.BAS	PRATIO.BAS
U22	JOYCRSR.BAS	BUSINESS.BAS
U22	JOYCRSR.BAS	MONEY.BAS
U22	JOYCRSR.BAS	PHONE.BAS
U22	JOYCRSR.BAS	TAXEVS
U22	JOYCRSR.BAS	TEXTEDT2
U22	JOYCRSR.BAS	DATAPLUS
U22	JOYCRSR.BAS	CHECKBK
U22	JOYCRSR.BAS	HOMEFINC
U22	JOYCRSR.BAS	BIORTHM
U22	JOYCRSR.BAS	BUDGET
U22	JOYCRSR.BAS	CARDFILE
U22	JOYCRSR.BAS	CALENDAR
U22	JOYCRSR.BAS	STRESS
U22	JOYCRSR.BAS	ELECTRIC
U22	JOYCRSR.BAS	ICON SHOP
U22	JOYCRSR.BAS	GRAPHICS 08
U22	JOYCRSR.BAS	C- COMPILER
U22	JOYCRSR.BAS	COMP CANVAS
U22	JOYCRSR.BAS	CALPRT.BAS
U22	JOYCRSR.BAS	MAILLIST.BAS
U22	JOYCRSR.BAS	LODBN.BAS
U22	JOYCRSR.BAS	LOTTO.BAS
U22	JOYCRSR.BAS	INSPECT.BAS
U22	JOYCRSR.BAS	BIRTHDAY.BAS
U22	JOYCRSR.BAS	TELEDIR.BAS
U22	JOYCRSR.BAS	CALENDAR.BAS
U22	JOYCRSR.BAS	CARDFILE.BIN
U22	JOYCRSR.BAS	HORSLAP.OBJ
U22	JOYCRSR.BAS	INDEX3.BAS
U22	JOYCRSR.BAS	CHARACTER ED
U22	JOYCRSR.BAS	CHGNBL.BAS
U22	JOYCRSR.BAS	SCALC.BIN
U22	JOYCRSR.BAS	MEMO.BAS
U22	JOYCRSR.BAS	DOC.TXT
U22	JOYCRSR.BAS	DISOLV.BAS
U22	JOYCRSR.BAS	SCRNCH.BIN
U22	JOYCRSR.BAS	OKI100.BAS
U22	JOYCRSR.BAS	UNCRU.BIN
U22	JOYCRSR.BAS	CRB.BAS
U22	JOYCRSR.BAS	HISPD1.BIN
U22	JOYCRSR.BAS	DATAXFER.BAS
U22	JOYCRSR.BAS	VREN.LST
U22	JOYCRSR.BAS	DIRECTRY.BAS

*** UTILITIES ***

DISK	PROGRAM	DESCRIPTION
U44	STRNGCRE.BAS	STRING CREATOR
U44	MODEN.BAS	FOR 850 INTERFACE
U44	MAILLIST.BAS	MAILING LIST
U44	LIBRARY.BAS	CATALOG DISKS, MAGS, ETC
U44	ERRSRV.LST	MAKE BANNERS
U44	BANNERS.PTR	LIST BASIC FILE ON PTR
U44	PRTYVLT.PTR	READ DISK FILES
U44	FILEREAD.BAS	SAVE MEMORY CONTENTS
U44	MEMDUMP.BAS	MAKE GRAPHS
U44	GRAPHIT.BAS	PLAYER-HISSILE
U44	PHDA.BAS	DRAW PICTS, NEEDS DOC!
U44	VIDEO EASBL	COMP AIDED DESIGN SYS
U46	CIRCUIT CAD	BRIEF CAD INSTRUCTIONS
U46	CAD DOCUMENT	ML DISASSEMBLER
U47	F.R.E.D.	AUTOMATIC SHOP LISTS
U48	SHOPPERS HLP	LOADS PICS FROM DOS!
U49	RAINBOW.DOS	MOTHER HUBBARD'S UTIL
U50	GRAPHICS AID	AUSTRALIAN GRAPHIC ED
U51	SR.8 TEXT	TEXT/GRAPH, NEEDS DOC
U52	HIGHLIGHT.BAS	HIGH BASIC PROB. LINES
U52	SYNPRNT.BAS	SYNFILE UTIL
U52	SYNPREP.LST	ROTATE PRINT ON 1020
U52	ROTPT.BAS	FEDERAL TAX AID
U52	FEDTAX55.DC	ATARI'S DISK REPAIR
U52	FID.COM	PEEK INTO COMP MEMORY
U52	DISKFIX.COM	PEEK INTO COMP MEMORY
U52	PEEKASSN.BAS	COMPARE DISK SECTORS
U52	ANBL	GENERIC SPELL CHECKER
U52	SECTCOMP	PRINTSHOP-BENINI DRIVE
U52	SPELLFIX.BAS	SHOW KOALA PICS
U52	PHOPHBM.BAS	CREATE PICS
U52	PHOPHBM.COM	SHOW KOALA PICS
U53	ARTSHOW.BAS	DRAW A SPHERE
U53	FADER.OBJ	NEW FONT
U53	PAINTER.OBJ	FRACTAL PICS
U53	HASICLAN.BAS	DIGITAL PIC UTILITY
U53	SPHERE.BAS	SHOW MICROPAINT PICS
U53	FILL.ASH	CONVERT PIC. FORMATS
U53	TRANS.ASH	SCREEN EDITOR
U53	FONT.BAS	USE SCREEN WINDOWS
U53	FRACTA.BAS	PLAYER/HISSILE CURSOR
U53	DISCTEST	ANIMATOR.BAS
U53	MICLOAD.BAS	SEARCHII.BAS
U53	CONVERT.BAS	EDITOR1.BAS
U53	SCREDIT.OBJ	DESIGNER.LBL
U53	WINDOWS.BAS	MACCE PRINTSHOP LABELS
U53	PCURSOR.BAS	NEW FONT
U53	ANIMATOR.BAS	GENERIC SPELL CHECKER
U53	SEARCHII.BAS	SPELLER DICTIONARY AID
U53	EDITOR1.BAS	SPELLER DICTIONARY
U53	DESIGNER.LBL	MUSIC CABS.LOB, SEMINI
U53	MACCE PRINTSHOP LABELS	MUSIC CABS.LOB, EPSON
U53	NEW FONT	MUSIC CABS.LOB, OKIDATA
U53	GENERIC SPELL CHECKER	PRINTSHOP TO VISUALIZA
U53	SPELLER DICTIONARY AID	PRINT SHOP ON PROMITR
U53	SPELLER DICTIONARY	PRINTSHOP ON EPSON
U53	MUSIC CABS.LOB, SEMINI	DOCUMENTS FOR DISK
U53	MUSIC CABS.LOB, EPSON	WRITTEN IN GERMAN LANG
U53	MUSIC CABS.LOB, OKIDATA	KOALA/MICRO ALL. DUMP
U53	PRINTSHOP TO VISUALIZA	10 PICS ON THIS DISK
U53	PRINT SHOP ON PROMITR	BY WAUS'S DOUS FELDMAN
U53	PRINTSHOP ON EPSON	DOCUMENTATION FOR DISK
U53	DOCUMENTS FOR DISK	SEVERAL DB DEMO FILES
U53	WRITTEN IN GERMAN LANG	NEW FONT FOR EPSON/SEMI
U53	KOALA/MICRO ALL. DUMP	FONT CREATING TOOL
U53	10 PICS ON THIS DISK	LOAD CUSTOM PRINT FONT
U53	BY WAUS'S DOUS FELDMAN	FONTS FOR CUSTOM BAS
U53	DOCUMENTATION FOR DISK	FOR THE STAR/SEM 10
U53	SEVERAL DB DEMO FILES	APPOINTMENT CALENDAR
U53	NEW FONT FOR EPSON/SEMI	TINY LISTING ON PRINTR
U53	FONT CREATING TOOL	PROGRAMS FOR 1020 PLOT
U53	LOAD CUSTOM PRINT FONT	SCREEN DUMP FOR RS CP
U53	FONTS FOR CUSTOM BAS	VISIBAL ON EPSON PRNT
U53	FOR THE STAR/SEM 10	CREATE MORE PRNT FONTS
U53	APPOINTMENT CALENDAR	WHAT IS THIS ?
U53	TINY LISTING ON PRINTR	EPSON SCREEN DUMP
U53	PROGRAMS FOR 1020 PLOT	CITON SCREEN DUMP
U53	SCREEN DUMP FOR RS CP	DUMP FOR WHAT PRINTER?
U53	VISIBAL ON EPSON PRNT	MAKE LOTS OF LABELS
U53	CREATE MORE PRNT FONTS	3-D PLOTTER
U53	WHAT IS THIS ?	PRINTER UTILITIES
U53	EPSON SCREEN DUMP	ANALOG'S GRAPHICS UTIL
U53	CITON SCREEN DUMP	TURTLE PLOT ON 1020
U53	DUMP FOR WHAT PRINTER?	USE WITH TURTLE.BAS
U53	MAKE LOTS OF LABELS	MAKE CUSTOM WRAP PAPER
U53	3-D PLOTTER	PRINT ENVELOPES
U53	PRINTER UTILITIES	SET MORE CHARACTER/LINE
U53	ANALOG'S GRAPHICS UTIL	
U53	TURTLE PLOT ON 1020	
U53	USE WITH TURTLE.BAS	
U53	MAKE CUSTOM WRAP PAPER	
U53	PRINT ENVELOPES	
U53	SET MORE CHARACTER/LINE	

MAIL ORDER INFO:

PROGRAMS AVAILABLE FROM THE MACE LIBRARY

MUSIC

DISK	PROGRAM	DESCRIPTION
MB1	HAPPYDAY.BAS	"
MB1	MUSIC.BAS	JEAN ROWE MUSIC
MB1	HARMONIA.UTL	4-VOICE MUSIC UTILIT
MB1	SOAP.BAS	BASIC MUSIC
MB1	ENTERTAN.BAS	"
MB1	MAHOBANY.BAS	"
MB1	MYWORLD.BAS	"
MB1	STEVIE.BAS	"
MB1	LCANDEUR.BAS	"
MB1	SONATA.BAS	"
MB1	PUFF.BAS	"
MB1	STARNARS.BAS	"
MB1	CHOPSTIX.BAS	"
MB1	FUBUE.BAS	"
MB1	BEETSSTH.BAS	"
MB1	PIANO.UTL	CREATE YOUR OWN MUSII
MB1	MASH.BAS	BASIC MUSIC
MB2	STAIRWAY.AMS	AMS MUSIC
MB2	OPENARMS.AMS	"
MB2	STARNARS.AMS	"
MB2	LINUS.AMS	"
MB2	MACSUYER.AMS	"
MB2	DELRO2.AMS	"
MB2	FUREL18.AMS	"
MB2	MASH.AMS	"
MB2	JBOND.AMS	"
MB3	AMADEUS.AMS	AMS MUSIC
MB3	YODATHEN.AMS	"
MB3	SHOSBUST.AMS	"
MB3	GIRLBFUN.AMS	"
MB3	CHEERS.AMS	"
MB3	JUMP.AMS	"
MB3	SUPERMAN.AMS	"
MB3	YELMBUD.AMS	"
MB3	YAKSAX.AMS	"
MB3	RONDEU.AMS	"
MB3	FROLIC.AMS	"
MB4	SHSTRID	JUKEBOX PLAYER MUSIC
MB4	KOSBIMAR	"
MB4	HNANTUCH	"
MB4	SCENCFIC	"
MB4	MCSEE	"
MB4	COKEBONS	"
MB4	SOOSIE2	"
MB4	LEADAND	"
MB4	ATIME4US	"
MB4	SUDDENLY	"
MB4	THORNBRD	"
MB4	EASY	"
MB5	FIDFAD	JUKEBOX MUSIC
MB5	AIRFON	"
MB5	CHARAD	"
MB5	FURELI	"
MB5	HALEUA	"
MB5	THASTTH	"
MB5	HIDORF	"
MB5	LAOLY	"
MB6	ROBOT	JUKEBOX MUSIC
MB6	HARTSOUL	"
MB6	BRCKWALL	"
MB6	GOODTSHU	"
MB6	BOND	"
MB6	MUNSTERS	"
MB6	CUESALLS	"
MB6	GLORIA	"
MB7	CONIDI	JUKEBOX PLAYER MUSIC
MB7	BLADTR	"
MB7	MALA	"
MB7	MINUET	"
MB7	MUSICBX	"
MB7	JUMP	"
MB7	ASKNOGUS	"
MB7	FORLUVR	"
MB7	HYFRIEND	"
MB7	NEWHART	"
MB7	PPANTHER	"
MB7	TWO4ROAD	"
MB8	YAKSAX	JUKEBOX PLAYER MUSIC
MB8	RAIDER	"
MB8	ATEAH	"
MB8	LINUS	"
MB8	CE3RDKND	"
MB8	JOPLIN	"
MB8	MOON3	"
MB8	SIXHIVES	"
MB9	HOOD	JUKEBOX PLAYER MUSIC
MB9	BRICK	"
MB9	CLASSICS	"
MB9	INV14	"
MB9	WERWORLD	"
MB9	INVEN15	"
MB9	AXELF	"
MB9	LOWRD	"
MB9	PENNYLNE	"
MB10	HICKEY.AMS	AMS MUSIC
MB10	ABKED.AMS	"
MB10	NINETOS.AMS	"
MB10	SURFUSA.AMS	"
MB10	SWEETDR.AMS	"
MB10	MASH.AMS	"
MB10	WILDFIRE.AMS	"
MB10	COUNTRY.AMS	"
MB10	STARNARS.AMS	"
MB10	RAIDER.AMS	"
MB10	WHBIXTY.AMS	"
MB10	EMPIRE.AMS	"
MB10	CHEERS.AMS	"
MB11	BEATIT.AMS	AMS MUSIC
MB11	SAYSAYSY.AMS	"
MB11	BILJEAN.AMS	"
MB11	THRILLER.AMS	"
MB11	STONE.AMS	"
MB11	THEBOY.AMS	"
MB11	JOURNEY.AMS	"
MB11	DALLAS.AMS	"
MB11	AMERIC.AMS	"
MB12	TOCATTA	JUKEBOX PLAYER MUSIC
MB12	EYETIBER	"
MB12	DUSTWIND	"
MB12	MOON	"
MB12	CLASSICS	"
MB12	ONOFFHRTS	"
MB12	CALLSAY	"
MB13	GIRLBFUN	JUKEBOX PLAYER MUSIC
MB13	BUSTERS	"
MB13	JUMP	"
MB13	ROXANNE	"
MB13	THEWORLD	"
MB13	VIRGIN	"
MB14	BATIN	JUKEBOX PLAYER MUSIC
MB14	SODARAS	"
MB14	ATRAIN	"
MB14	TAKEFIVE	"

MUSIC

DISK	PROGRAM	DESCRIPTION
M14	LUSHLIFE	"
M14	FIFTH	"
M14	SUMMER	"
M14	THEHOOD	"
M14	USEDTOBE	"
M14	BIRD	"
M14	RHAPSODY	"
M14	SOUTHERN	"
M14	RAMBLE	"
M15	HOOD.AMS	AMS MUSIC
M15	BALLONS.AMS	"
M15	AXELF.AMS	"
M15	BEATIT.AMS	"
M15	EYETIBER.AMS	"
M15	LIGHT.AMS	"
M16	STARNARS.AMS	AMS MUSIC
M16	STAIRWAY.AMS	"
M16	BENNY.AMS	"
M16	VOLARE.AMS	"
M16	MASH.AMS	"
M16	WERTHM.AMS	"
M16	SHOBBT.AMS	"
M16	VIEKILL.AMS	"
M17	SAB	JUKEBOX PLAYER MUSIC
M17	SAYSAY.AMS	"
M17	FLASH.AMS	"
M17	GIRLS.AMS	"
M17	FAME.AMS	"
M17	YESTDY.AMS	"
M18	PNKPANTH.AMS	AMS MUSIC
M18	COKE.AMS	"
M18	WHENIN64.AMS	"
M18	JUSTBEEN.AMS	"
M18	BATTLE.AMS	"
M18	CAROLS.AMS	"
M19	LIBERT.AMS	AMS MUSIC
M19	MNSTRS.AMS	"
M19	CLOSE.AMS	"
M19	PERRY.AMS	"
M19	CALLME.AMS	"
M19	TROM76.AMS	"
M19	STEVIE.OBJ	"
M19	WITEL.AMS	"
M20	VIRGIN.AMS	AMS MUSIC
M20	HOLDHAND.AMS	"
M20	PRODARY.AMS	"
M20	NEWYOR.AMS	"
M20	SEALOV.AMS	"
M20	MYLOVE.AMS	"
M20	HARVBT.AMS	"
M20	FASCIN.AMS	"
M20	EVERYR.AMS	"
M21	JSTWAY.AMS	AMS MUSIC
M21	CHEERB.AMS	"
M21	TREK.AMS	"
M21	HAWAII.AMS	"
M21	RUDLPH.AMS	"
M22	SHSTAR.AMS	AMS MUSIC
M22	RAPBLU.AMS	"
M22	RHYTHM.AMS	"
M22	LEITI.B.AMS	"
M22	RIBBY.AMS	"
M22	THRILL.AMS	"
M22	NINE25.AMS	"
M22	LAUGHIN.AMS	"
M23	DRUMS.BAS	DRUM SYNTHESIZER
M23	BASS.BAS	BASS SYNTHESIZER
M23	MSYNTH.OBJ	WHAT IS THIS?
M23	BOUNDS	SOUND DEMONSTRATION
M23	SAJJO.BAS	MUSIC THEORY SYNTHESIZER
M23	MUSICIAN.BAS	WRITE MUSIC
M23	GUITAR.BAS	SUITAR CHORD POSITIONS
M23	SUITUNER.BAS	"
M23	MUSIC1	MUSIC THEORY PART 1
M23	MUSIC2	MUSIC THEORY PART 2
M23	MUSIC3	MUSIC THEORY PART 3
M24	PAPER	PAPERBACK WRITER
M24	SHELOVES	SHE LOVES YOU
M24	ELEANOR	ELEANOR RIBBY
M24	LUCYNSKY	LUCY IN THE SKY
M24	LOVEDDO	LOVE ME DO
M24	NOWHERE	NO WHERE MAN
M24	HOLDHAND	WANT TO HOLD YOUR HAND
M24	YESTERDA	YESTERDAY
M24	WOOD	NORWEGIAN WOOD
M24	STRNLIFE.MCC	16-BIT SOUND FOR 8-BIT
M25	SUNFLOWR.MCC	"
M25	EUSENIA.MCC	"
M25	WALLBT.MCC	"
M25	ALABAMA.MCC	"
M25	CNTRYCLS.MCC	"
M25	FISLEAF.MCC	"
M25	MAPLE.MCC	"
M25	MCCPLAY.OBJ	16-BIT PLAYER FOR XL/E
M25	SOULS16.BAS	16-BIT DEMO
M26	MAGIC.BAS	JEAN ROWE MUSIC
M26	CHAINONS	CHAIN GANS PRETENDERS
M26	REDBALLO	RED BALLON
M26	ROXANNE	ROXANNE
M26	WHOCANIT	WHO CAN IT BE
M26	AMERITPIE	AMERICAN PIE D.MCLEAN
M26	PODITYMS	"
M26	DREAMING	I LIKE DREAMING
M27	DOWNDND	FROM THE LAND DOWNDNR
M27	ICECASTL	ICE CASTLE
M27	FANTASY	FANTASY
M27	HAMODANC	YOUR MOMMA DON'T DANCE
M27	STING	MOVIE THEME SONGS
M27	HILLST	HILL STREET BLUES
M27	HERE	HERE THERE EVERYWHERE
M27	KNIGHT	LETTIE
M28	MAJORTOM	MAJOR TOM
M28	GOODVIS	GOOD VIBRATIONS
M28	SUPERMAN	SUPERMAN THEME
M28	THSTFATE	THIST OF FATE
M28	ALLEYCAT	ALLEY CAT
M28	AQUARIUS	AQUARIUS FROM HAIR
M28	BONDSB7	JAMES BOND THEME
M28	YOHOBONS	"
M28	OBHERRY	"
M29	THLSTONS	THILIGHT SONGS
M29	SOULS16	28 SONGS FROM GERMANY
M30	GIRLS	A GIRL BY BEATLES
M30	HEYJUDE	HEY JUDE BY BEATLES
M30	SIXTY4	WHEN I'M SIXTY FOUR
M30	LETTIE	LET IT BE BY BEATLES
M30	WORKIT	WE CAN WORK IT OUT
M30	IMAGINE	IMAGINE BY JOHN LENNON
M30	HABIE	HABIE MAY BY BEATLES
M30	THEBOY	THE BOY
M30	ALLINEED	ALL I NEED IS YOU
M30	BILTCITY.AMS	I BUILT THE CITY

EDUCATIONAL

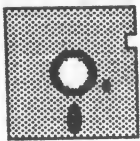
DISK	PROGRAM	DESCRIPTION
E01	README.BAS	DESCRIBES THESE FILES
E01	PREMATH.BAS	SEE README.BAS
E01	COUNT.BAS	"
E01	TUNEFUN.BAS	"
E01	ABCTRAIN.BAS	"
E01	ODDMAN.BAS	"
E01	HOMMANY.BAS	"
E01	OLDHAC.BAS	"
E01	SIMON.BAS	"
E02	README.BAS	EXPLAINS THESE FILES
E02	ALPHBLST.BAS	SEE README.BAS
E02	NUMBERS.BAS	"
E02	PLAYBACK.BAS	"
E02	WRITER.BAS	"
E02	COUNTING.BAS	"
E02	MATCHPIC.BAS	"
E02	ADDITION.BAS	"
E02	COLRTYPE.BAS	"
E02	CHANGE.BAS	"
E02	ALPHBLX.BAS	"
E02	ADDIT.BAS	"
E02	ANIMATH.BAS	"
E03	README.BAS	EXPLAINS THESE FILES
E03	STATES.BAS	"
E03	MATHFUN.BAS	"
E03	KEYPANIC.BAS	"
E03	MULTIPLY.BAS	"
E03	FUNCTION.BAS	"
E03	SPEECH.BAS	"
E03	LIGHT.BAS	"
E03	STARS.BAS	"
E03	README.BAS	EXPLAINS THESE FILES
E04	SCQUIZ.BAS	SEE README.BAS
E04	FABS.BAS	"
E04	SUBTRACT.BAS	"
E04	MULTMATH.BAS	"
E04	TYPING.BAS	"
E04	GEQUIZ.BAS	"
E04	ZAHRCON.BAS	"
E04	ARITHMTR.BAS	"
E04	CHORDPMH.BAS	"
E04	SPELLING.BAS	"
E04	COLORMIX.BAS	"
E04	WORDADV.BAS	"
E05	README.BAS	EXPLAINS THESE FILES
E05	LEHONADE.BAS	SEE README.BAS
E05	QUESTMNH.BAS	"
E05	SIMON2.BAS	"
E05	TESTER.BAS	"
E05	WEATHER.BAS	"
E05	SPEEDRDS.BAS	"
E05	TRIVIA.BAS	"
E05	QUESTMNH.BAS	"
E06	README.BAS	EXPLAINS THESE FILES
E06	WORLDCAP.BAS	SEE README.BAS
E06	MORSE.BAS	"
E06	MEMORY.BAS	"
E06	MULTIPLY.BAS	"
E06	MATHROUT.BAS	"
E06	FIRSTAID.BAS	"
E06	MATHMARS.BAS	"
E06	ROMANS.BAS	"
E07	CPR TUTOR	ATARI CPR TRAINING
E08	README.BAS	EXPLAINS THIS DISK
E08	SINEMIX.BAS	PLOTS SINE FORMULAE
E08	FANROSE.BAS	GEOMETRIC PLOTS
E08	STATECAP	TEACH/QUIZ STATE CAPS
E08	HANSREAN.BAS	LEARN SPELLING
E08	BOURREAU.BAS	"
E08	GEOMETRY.BAS	GEOMETRY PRACTICE
E08	SCRAMBLS.BAS	GRAPH FUNCTIONS
E08	QUIZ.BAS	TEST YOUR KNOWLEDGE
E08	ADDSIN.BAS	BASIC MATH EXERCISE
E09	README.BAS	EXPLAINS THIS DISK
E09	FRENGBAME.BAS	PRACTICE FRENCH
E09	AMERICAS.BAS	LEARN ABOUT NA,CA,BA
E09	SCRAMBLS.BAS	UNSCRAMBLE WORDS
E09	SEORPHY.BAS	WORLD FACTS
E09	MLTSDNG.BAS	MULTIPLICATION GAME
E09	CHALLENGE.BAS	"
E09	MATHQUIZ.BAS	MATH SKILL TEST
E10	README.BAS	EXPLAINS THIS DISK
E10	BARNYARD.BAS	LEARN THE ANIMALS
E10	HANSQUOT.BAS	LEARN FAMOUS QUOTES
E10	SPELLBEE.BAS	SPELLING EXERCISE
E10	STATES.BAS	LEARN STATE FACTS
E10	METRICS.BAS	METRIC SYSTEM CONVERSION
E10	SUPRETR.BAS	"
E10	BABLS.BAS	"
E10	TRAP.BAS	GUESS THE NUMBER SEQ
E10	MATHQUIZ.BAS	MATH SKILL TEST
E10	DIVISION.BAS	DIVISION SKILL TEST
E10	BIORYTHM.BAS	PLOT YOUR BIORYTHM
E11	NATION FLAG	FROM MACE OF AUSTRALIA
E11	NATION FLAG	LEARN OTHER COUNTRIES
E12	WORD BUILDER	INCREASE YOUR VOCAB
E13	SPELTEST.BYS	"
E13	TEACHER.SYS	"
E14	INFOSABE.B	"
E14	INFOSABE	"
E14	LETTER	"

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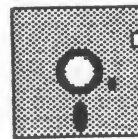
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GAMES AVAILABLE FROM THE MACE LIBRARY



*** GAMES ***				*** GAMES ***			
DISK	PROGRAM	DESCRIPTION	GROUP	DISK	PROGRAM	DESCRIPTION	GROUP
001	BYNTRON.BIN	BINARY GAME	GAME	029	VINTAGE 03	EARLY ATARI GAMES	GAMES
001	COBBIH.OBJ	"	GAME	029	LEYTE.II	FAMOUS SEA BATTLE	GAME
001	AVANCH.OBJ	"	GAME	029	MOONBURV.IAL	SURVIVE BY YOUR WITS	GAME
001	LIBRARY.DOC	PRINT REQUEST FOR HELP	UTIL	029	HUNCHERS.OCT	"	GAME
001	HOCKEY.OBJ	BINARY GAME	GAME	029	HATCHES.BAS	"	GAME
001	SKI.OBJ	"	GAME	029	HOBBERS.BAS	"	GAME
001	CIRCUIT.OBJ	"	GAME	029	HAILMAN.BAS	"	GAME
001	DHNSBIRDS.OBJ	"	GAME	029	PINBALL.BAS	"	GAME
001	SEAMATRN.OBJ	"	GAME	029	HABIC.BAS	"	GAME
001	HARVY.OBJ	"	GAME	029	PAINTDUE.BAS	SPRAY PAINT BATTLE	GAME
001	PONG.OBJ	"	GAME	029	PRICE.BAS	THE PRICE IS RIGHT	GAME
001	HIRIDE.OBJ	"	GAME	030	VINTAGE 04	EARLY ATARI GAMES	GAMES
001	BRICK.OBJ	"	GAME	030	PINBALL.BAS	"	GAME
001	ANDROTUN.OBJ	"	GAME	030	SUPERMAN.BAS	SEARCH FOR VILLAINS	GAME
001	LIBRARY.DOC	EXPLAINS LIBRARY.DOC	README	030	STARRERC.BAS	INTERPLANETARY TRADER	GAME
002	RTROFIRE.OBJ	BINARY GAME	GAME	030	SPACDUEL.BAS	"	GAME
002	MANIAC.OBJ	"	GAME	030	STARDSTR.BAS	STAR DESTROYER	GAME
002	RAINSTRM.OBJ	"	GAME	030	SUPPLOTS.BAS	SUPER SLOTS	GAME
002	CRASHDIV.OBJ	"	GAME	030	SUPRCUBE.2	SUPER CUBE	GAME
002	FIRESUB.OBJ	"	GAME	030	SLIDE.BAS	"	GAME
002	POPCORN.OBJ	BINARY GAME	GAME	031	VINTAGE 05	EARLY ATARI GAMES	GAMES
002	LAIRTYP.OBJ	"	GAME	031	SIMON.BAS	SEARCH FOR TREASURE	GAME
002	ELEVATOR.OBJ	"	GAME	031	TREASURE.BAS	"	GAME
002	CENTIPED.OBJ	"	GAME	031	TREDHAZE.BAS	"	GAME
002	WARRIOR.BIN	"	GAME	031	RROUL.BAS	RUSSIAN ROULETTE	GAME
002	ROTO.OBJ	"	GAME	031	SNOWBIRD.BAS	SNOW BIRD	GAME
002	LIBRARY.DOC	PRINT REQUEST FOR HELP	UTIL	031	SNARK.BAS	"	GAME
002	LIBRARY.DOC	EXPLAINS LIBRARY.DOC	README	031	SABOTAGE.BAS	"	GAME
003	SPEEDSKI	JOYSTICK SKIER	GAME	031	SPACELAN.DER	SPACE LANDER	GAME
003	MAZEMAR	BATTLE IN THE MAZE	GAME	032	CRASH	"	GAME
003	LABRTYPE	GAME TO IMPROVE TYPING	GAME	032	BRIDGE	BUILD A BRIDGE	GAME
003	HOCKEY	AIR HOCKEY - NICE	GAME	032	MUNCH	EAT TO ENEMY	GAME
003	INCOMING	ENEMY PARATROOPERS	GAME	032	KIDNAPED	TRY TO ESCAPE	GAME
003	AVANCH	AVOID BOULDERS	GAME	032	SWARN	THE SUBS ARE COMING	GAME
003	FILLERUP	SIMILAR TO GIX	GAME	032	BACKSAND.BAS	BACKSAND GAME	GAME
003	FROBIE	INITIATION FROBBER	GAME	033	SPHENU	ST. PAUL ACE MENU	UTIL
003	ALIEN	ALIEN SPACE SHIPS	GAME	033	HIDMHAZE.BAS	HIDDEN MAZE GAME	GAME
003	ELECTRO	SHOOT-EM-UP GAME	GAME	033	DEFEND.COM	DEFEND US FROM ATTACK	GAME
003	SHOOT	SHOOT A CANNON	GAME	033	RUNSHOOT.BAS	SHOOT ON THE RUN	GAME
003	ROAD	ONE FOR THE ROAD(TEXT)	GAME	033	POKERFOR.DOC	POKER FOR ONE PLAYER	GAME
003	DEFEND	EASY GAME	GAME	033	RESCUE.COM	RESCUE MISSION IN SUB	GAME
003	LIFE	FROM SCIENTIFIC AMER.	GAME	034	ESCAPE	ESCAPE FROM CAPTORS	GAME
003	BLAST	MORE ALIEN SHIPS	GAME	034	SALACTIC	SALACTIC DEFENSE	GAME
003	TRON	LIGHT CYCLE CONTEST	GAME	034	PWRSTAR.COM	POWER STAR DEMO	GAME
003	CHISELER	REQUIRES PADDLES	GAME	034	PERCENT	QUEST PERCENT ON LINE	GAME
004	CHARLIE.BAS	GOODBYE CHARLIE!	GAME	034	BOWLING.RUN	BOWLING LAMES	GAME
004	BOXIN.BAS	ENCLOSE OPPONENT	GAME	034	BLOTCHAC.BAS	SAMES FROM BERNY	GAMES
004	VALIANT.BAS	MAZE ADVENTURE	GAME	035	OLYMPICGAMES	WARNING! ALL IN GERMAN	GAMES
004	MAZEMOVE.BAS	ANOTHER MAZE TO BEAT	GAME	036	GAMES 08	GAMES FROM BERNY	GAMES
004	FOOTBALL.BAS	FOOTBALL GAME	GAME	036	SCHATZ	GET TREASURE FROM MINE	GAME
004	FIFTEEN.BAS	THE OLD POCKET GAME	GAME	036	CHARLY	ESCAPE FROM BRAVE YARD	GAME
004	NORADZ.BAS	WARSAKE TYPE HACKING	GAME	036	BANK	COMPUTER MUSIC	MUSIC
004	TANK.BAS	CUTE DEMO	DEMO	036	WORTJABD	WORD-FINDER PUZZLES	GAME
005	OTHELLO.BAS	REVERSI	GAME	036	GIFFDROP	"	GAME
005	OILGAME.BAS	"WILDCAT" DRILLING	GAME	036	TELL	SHOOT LIKE WILLIAM TEL	GAME
005	ROKSLIDE.BAS	FROM ANTIC MAGAZINE	GAME	036	ANDOCK	? ? ?	GAME
005	YANTZEE.BAS	THE OLD DICE GAME	GAME	037	GAMES 09	GAMES FROM BERNY	GAMES
005	SNOWBIRD.BAS	CATCH BIRDS	GAME	037	CAVEFLIB	WON'T RUN, NEEDS WORK	GAME
005	TITJD.BAS	3-DIMENS TIC-TAC-TOE	GAME	037	MABIC	TRAVEL THROUGH A MAZE	GAME
005	KNTBATT.BAS	KNIGHTS HAD CANNONS?	GAME	037	LAGER	DON'T TOUCH WALLS	GAME
006	LABYRINTH	FAST ACTION MAZE	GAME	037	STRAUSS	ROOSTER AFTER YOUR HEN	GAME
006	SAMBLER.BAS	BRING YOUR PAYCHECK	GAME	037	ROULETT	ALL IN GERMAN	GAME
006	SNOKEY.BAS	BE BURT REYNOLDS	GAME	037	HARBOUR	LIKE BALLOON ACY	GAME
006	SOLD RUSH!	TEXT ADVENTURE	GAME	037	LOST IN ANTA	CATCH AIR-DROP SUPPLYS	GAME
006	ALABKAN ADV	TEXT ADVENTURE	GAME	038	GAMES 018	GAMES FROM BERNY	GAMES
006	THE DUNGEON	TEXT ADVENTURE	GAME	038	BOLDENCE.LER	MULTI-LEVEL CELLAR	GAME
012	DARTS.BAS	CLASSIC GAME OF DARTS	GAME	038	TREASUREH.UNT	MULTI-LEVEL MAZE	GAME
012	CRPYCVRN.BAS	CREEPLY CAVERNS	GAME	038	JUMPHOBS.T	MULTI-LEVEL MAZE	GAME
012	KNIGHTS.BAS	NICE DISPLAY, POOR GAME	GAME	038	SHOOTHUN.TER	SIMILAR TO PAC-MAN	GAME
013	MONOPOLY I	THE CLASSIC BOARD GAME	GAME	038	DIAMONDS	AVOID SHILEY-FACES	GAME
014	TEXT GAMES	EASY YOUNGSTER GAMES	GAMES	038	TRETER	STRANGE	??
015	CREDITS.DOC	THANKS TO ELECTR ARTS!	GAME	039	GAMES 011	GAMES FROM BERNY	GAMES
015	FLASH.OBJ	A GRAPHIC ADVENTURE	GAME	039	VULKAN.BAS	WON'T RUN, NEEDS WORK	GAME
015	CANUCK.OBJ	BY PINBALL CONSTRUCT	GAME	039	NOSEJACK.BAS	MULTI-LEVEL MAZE	GAME
016	DUNGEON.BAS	ESCAPE FROM THE DUNON	GAME	039	MAEDCHEN.BAS	ALL IN GERMAN LANGUAGE	GAME
016	HOUSE1	GIANT HOUSE	GAME	039	RATEZAH.L.BAS	ALL IN GERMAN LANGUAGE	GAME
017	QUEST	ROLE PLAY IN TEXT ADV.	GAME	039	KALENDER.BAS	PRINT GERMAN CALENDAR	GAME
017	DRBLORD.BAS	"	GAME	040	TRIDENT.BAS	INTERCEPT INCOMING MIO	GAME
017	QUEST.DOC	"	GAME	040	GAMES 012	GAMES FROM BERNY	GAMES
017	SUB.BAS	COMMAND A SUBMARINE	GAME	040	KERZENH.BAS	AVOID THE BALL	GAME
017	SKULL.BAS	AN OLD ANTIC ORIGINAL	GAME	040	KANDPUS.BAS	ALL IN GERMAN LANGUAGE	GAME
018	SIDE 01	WHEEL OF FORTUNE GAME	GAME	040	XORD.BAS	X or O TIC-TAC-TOE	GAME
018	SIDE 02	W OF F PUZZLE CREATOR	UTIL	040	JACKPOT.BAS	PLAY GERMAN SLOTHACHIN	GAME
019	PYRAHID	BENEATH THE PYRAMID	GAME	040	HERMEX.L.BAS	HATCH HIDDEN LETTERS	GAME
020	DANDY	A GRAPHIC ADVENTURE	GAME	041	GAMES 013	GAMES FROM BERNY	GAMES
021	MONOPOLY II	NOT LIKE MACE DISK 013	GAME	041	OILPANIC.BAS	CATCH OIL DROPS	GAME
022	XAGON	FROM MACE OF AUSTRALIA	GAME	041	INVASION.BAS	EASY SHOOT-EM-UP	GAME
023	OUTERSPA.CE	"	GAME	041	RODELN.BAS	ALL IN GERMAN LANGUAGE	GAME
023	HEARTS	"	GAME	041	PRINCESS.BAS	WON'T RUN, NEEDS WORK	GAME
023	SABOTAGE.BAS	"	GAME	041	NUCLEAR.BAS	ALL IN GERMAN LANGUAGE	GAME
023	CAVEKING.BAS	"	GAME	041	SSEMINTT.BAS	WON'T LOAD AND RUN	GAME
023	REBOUND.BAS	"	GAME	041	RUBROUL.BAS	RUSSIAN ROULETTE	GAME
023	SPACELAN.DER	"	GAME	042	GAMES 014	GAMES FROM BERNY	GAMES
024	CLOWNS	"	GAME	042	MRPAC.BAS	VERY EASY PAC-MAN	GAME
024	EPHILON	"	GAME	042	STAEDE.BAS	? ? ?	GAME
024	HAIZE.BAS	"	GAME	042	AOTRO.BAS	SHOOT THE MOTHER SHIP	GAME
024	KINKONGS	"	GAME	042	SKEET.BAS	SKEET SHOOT, POOR GAME	GAME
024	TAKES	"	GAME	042	MISSION.BAS	FLY CHOPPER IN CAVERNS	GAME
025	ATARI01E.BE	"	GAME	043	GAMES 015	GAMES FROM BERNY	GAMES
025	DAIRY	"	GAME	043	LADY3D.BAS	NICE 3-D MAZE	GAME
025	STUDDOKE.BAS	"	GAME	043	XOTHA.BAS	DUNGEONS OF XOTHA	GAME
025	CONVOY.BAS	SHIPS AT SEA	GAME	043	ROLLER.BAS	ROLLER BALL II	GAME
025	LAZER.BAS	"	GAME	043	ACY.BAS	BALLOON-ACY	GAME
025	BUMPER	"	GAME	043	CATS.BAS	HIT THE ALLEY CATS	GAME
025	BOLF	"	GAME	044	SABOTAGE	SLAST-EM GAME	GAME
026	SPACE DISK	FROM ST. PAUL ACE	GAME	044	DUELL	BATTLE OF PAINT SPRAYS	GAME
026	SMUSH.EXE	"	GAME	044	DIEVIER	ELABORATE TIC-TAC-TOE	GAME
026	FROBIE.EXE	"	GAME	044	OILGAME	GERMAN OIL GAME	GAME
026	CHOMPER.EXE	"	GAME	044	SUNKID	WILD WEST SUN PLAY	GAME
026	ROUNDUP.EXE	"	GAME	044	MEMORY	HATCH THE COLOR/SOUND	GAME
026	XEVIOUS.EXE	"	GAME	044	MOTORRAD	SIMILAR TO LIGHT CYCLE	GAME
026	NORDIC.EXE	"	GAME	044	PANIK	TOUCH TYPING PRACTICE	GAME
027	VINTAGE 01	EARLY ATARI GAMES	GAMES	044	TICTAC	TIC-TAC-TOE	GAME
027	ALPHA.BAS	"	GAME	044	ZUG	? ? ?	GAME
027	ALIENATT.ACK	"	GAME	044	GAMES 03	GAMES FROM BERNY	GAMES
027	ALIENBAR.AGE	"	GAME	045	WORDS R FUN	ANTIC'S WORDS ARE FUN	GAME
027	ALIENCAP.TUR	"	GAME	045	WORDS DOC	INSTRUCTIONS FOR GAME	GAME
027	BATS.BAS	"	GAME	045	WORD GAMES	13 DIFFERENT GAMES	GAME
027	SOMERS.BAS	"	GAME	046	PINBALL 01	FROM OUR HABIC FRIENDS	GAME
027	BLASTER.BAS	"	GAME	046	PINBALL 02	HABIC PINBALL	GAME
027	CRAPS.BAS	CARD GAME	GAME	047	TRIVIA GAME	MISLE BLASTER IE CARB,MUSIC,MOVIES,ETC.	GAME
027	CUBE.BAS	"	GAME				
027	COMBAT.BAS	"	GAME				
027	CARDS.BAS	"	GAME				
028	VINTAGE 02	EARLY ATARI GAMES	GAMES				
028	DDCREATR.BAS	DUNGEON & DRAGONS UTIL	GAME				
028	DOBBITE.BAS	HASTY MOUT	GAME				
028	DETECTIV.E	SOLVE IT	GAME				
028	DICEROLL.BAS	ROLLING BONES	GAME				
028	ENEMY.BAS	"	GAME				
028	FIVESTUD.BAS	POKER	GAME				
028	FALCON.BAS	"	GAME				
028	HATNRING.BAS	WIN THE PRES. ELECTION	GAME				

A MODEST PROPOSAL FOR IMPROVING MACE MEETINGS

By Ted Newkumet

In the June issue of the M.A.C.E. JOURNAL, an article by Jim Samples offered suggestions on ways of improving MACE Membership. I would like to offer a few comments that I have on the subject. I hope my forwardness does not offend anyone, in that it is not my intent to do so.

I am new to MACE. In fact I just joined during the April meeting. So far my only contribution has been bringing my wife to the Birthday Meeting (she's the one who cut the cake). Anyway, here I go.

1) Make the price paid for the one day passes applicable to the price of a full membership. If during the first meeting the pass holder would get credited the full \$2.00, thereafter (s)he could get a dollar off each ticket (s)he holds up to \$10.00(?).

2) Put 50% off passes in each M.A.C.E. JOURNAL. If someone is interested enough to buy the magazine, they're likely to at least think of joining MACE.

3) Issue a limited number of free guest passes to active MACE members. The limit could be something like one per meeting up to four times a year. That way, if I meet a new ATARI user, perhaps someone thinking of purchasing an ATARI or maybe an ATARIan from out-of-state, I'll be free to invite them to the next MACE meeting.

4) Audience participation. I know this is hard to do, but there should be more opportunities for the audience to be participants. No offense intended, but there are very few people who can talk for 20 minutes and still be interesting. Pull a few names at random to help with the software demos (and receive a free MACE disk). Invite more "Questions & Answers." If nothing else, take votes. I think one of the things that caused the

Birthday Meeting to be a success was that the audience was able to play a part in terms of the prize drawing. We laughed. We joked. We responded!

5) Don't forget the New User!! It was sad to see someone walkout of the April meeting feeling cheated and disappointed because he was hoping to find help using his ATARI, only to find out that there was none offered. I know it's hard, if not totally boring, to go over IF/THEN statements, but MACE's biggest potential for drawing new members is in providing a way for people to learn programing above the level found in the books. Maybe we should encourage people to bring in print-outs of programs that they are trying to write and have a Debugging Roundtable?

6) Make fun the AI objective. If most of us wanted to work hard we would be trying to make mega-bucks designing mega-byte programs for IBM etc. ATARI users are people who enjoy using computers. The ATARI 8-bit can be so simple that it can be made to jump hoops minutes after taking it out of the box (under \$150.00). With practice, it even calculates flight paths to the moon. If the meetings become too much of a drag on those that are running them, then maybe it is time to stop.

Anyway, I hope that some of this stuff is of use to you. No matter what, I intend to make myself available (as best I can) to help keep MACE a strong force for ATARI Users, both 8 & 16-bit, because ATARIs are still the best PCs on the market. Let's keep it that way!

[Editor's Note: Well MACE members, what do you think? Why not write a brief article for the Journal or ask to present your views at a General Meeting. Ted is absolutely correct! More members need to get involved if MACE is going to continue as one of the premier User Groups in the nation.]

SUMMER C.E.S.

by Henry Jennings

I have just returned from the 1987 Summer Consumer Electronic Show in Chicago. The show was held in the McCormick Place, which is like Cobo Hall in Detroit but about three times larger. There were many new electronic products for the consumer on display, but I will try to control my excitement and just write about the new things from Atari.

Displayed at the Atari booth were new computer products and new computer hardware. First, the hardware.

NEW DISK DRIVE

Atari has a new disk drive for the 8-bit computer. It is a double density, double sided drive (about 360K bytes), and is physically slightly smaller than the 1050 drive. The new drive will be labeled SF551. Like the 1050, it has a single front panel light to indicate it's busy.

The Atari representative at the booth pointed out that the new SF551 drive will run about 3-1/2 times faster than the 1050 drive and have a price in the same range. The SF551 will be completely compatible with the format used on the 1050, that is, it will readily read and write 1050 files. Of course this requires a new DOS. ADOS to be exact. I would guess that's short for "Atari DOS". This new drive is expected to be available this fall (I hope it is not vapor-ware)!

I believe this new drive will open the Atari community to a whole host of new software. The higher capacity drives will just about eliminate the need for flipping or swapping disks for large programs. This new drive should also help the third-party software developers, in that, much larger programs can be distributed on just one disk rather than two or three disks as it is currently done. I have to believe that the

outdated low capacity drives previously supported by Atari has been one of our biggest problems. For this giant step forward, I say Hooray! ... and what took you sooooo long!!

80-ADAPTER

There is more. I saw the long promised 80-column adapter being demonstrated. It looked very, very good. But, of course it was displaying text on a monochromatic monitor. The adapter was driven through the No. 1 joystick port. This is a good arrangement for the XL's and the XE's, but may be a little inconvenient for the old 800 users. The adapter is about the size of the 1030 modem. Be assured, it is a worth-while upgrade.

NEW COLOR MONITOR

Atari also was displaying a medium resolution color monitor labeled XC1411. The monitor at the show was a prototype and appeared to be Atari's answer to the monitor sold by Commodore. According to the Atari representative I talked to, this monitor is just in the thinking phase and won't be released for sale unless there is a strong response or demand. I hope the retailers attending the C.E.S. as well as all of you MACE members let Atari know that we want our own monitor.

GAMES AND THINGS

A big surprise was the number of video game machines on display. I believe Atari had about twenty home video machines set up with as many game programs running. The activity around the game area was so heavy, it was impenetrable. therefore, I have no idea what game programs are new. Video games must be a big part of Atari's future plans and it looks like the retailers are

strongly supporting these plans.

There were quite a few vendors present who were supporting the ST's. TIMEWORKS, ARRAKIS ADVANTAG, ABACUS, MICHTRON, COMPUTER FENESTRATIONS and many others. All of these vendors were very busy demonstrating their wares. You would almost have to be rude if you wanted to get your hands on the KB.

BAD NEWS

Well, there was some of that stuff called 'bad news'. The MEGA ST was not at the C.E.S. and I was very disappointed. I asked a couple of people why not. I received no real good answer. Looking back, I now wished I had been a little 'pushier' and persisted until I got a good answer.

Looking around the display floor, I was only able to find Commodore, and on Saturday morning, I saw no one standing around.

Now that I am an experienced C.E.S. attendee, I plan to attend again next year. I hope this has been informative.

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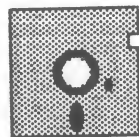
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**** A WIFE'S LETTER ****

To My Darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at our home since your computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright, handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You would be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blond about a year ago and was delighted to discover that it really is more fun! Lars... I mean Mr. Swenson, the department head... has taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you don't mind being vacuumed but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters cut air holes in the drop cloth so you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars... Mr. Swenson, I mean... is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while

we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the computer have a lovely time while we are gone. Tommy, Jen and I will think of you often... try to remember us while your disks are booting.

LOVE, MARY

(W.J. Parsons in Diablo Valley PC News, reprinted from the January 1987 KC-NACE Newsletter)

And they say we computer types are a humorless lot! We sure can tell a little joke on ourselves. Show this one to your spouse for a laugh. I'm going to show this to mine right now!

Honey, come see this ... HONEY? HONEY!! Just a minute; I'll be right back ...

Well I'll be darned! She's gone! But the strangest thing ... why would she leave me a note and date it two years ago??? Women! You figure them out, I've got a problem with my printer driver and I'm getting suspicious about my head alignment...

IF you haven't reNEWed your MACE membership yet, STOP POKEing around. PEEK into your wallet or checkbook for \$20.00, and PRINT on the handy renewal FORM on the back PAGE. RESTORE our faith in you by mailing your dues to the P.O. Box address, or by paying at the NEXT General Meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE

THE COLLEGE BOARD

THE COLLEGE BOARD BBS supports three computers; the Atari 8-bit, ST & IBM. By support, I mean; Bulletins (News/Info.), Message and File Areas. The system first went on-line on December 25th, 1986.

The BBS is run on an IBM-PC, with 640K RAM at 8Mhz, and a 20 meg. hard-drive. Enough storage for the five FILE AREAS each computer has, plus other file areas, like; M.A.C.E., M.A.C.E. Journal uploads, Video Production and more. MESSAGE AREAS include; 8-bit, ST, IBM, MIDI, Sysop's (from other boards), Video Production, For Sale!, Text Adventures and more.

Stop by The College Board, located in Livonia, MI.. And DON'T FORGET to log-on in ASCII. Jim Kennedy (Sysop)

(313) 478-9647
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MACE P'S LABEL DISK

by Don Neff

MACE Disk U65 allows you to make labels using our MACE Print Shop icon disks. And, as if that isn't great by itself, you have your choice of 32 different print types (Fonts). But wait, there's even more. If you find that you aren't satisfied with these fonts, there is a character editor on the the disk which will allow you to create your own special font!

PRINTER

This disk will work with an Epson, Gemini or Prowriter printer. If your printer is a different make, but compatible to one of these, it may work too. Check your printer's instruction book for compatibility information.

PRIMARY MENU CHOICES

When you boot this disk you will be presented with a menu of the three printer brands and asked to choose one by pressing a console button. Press the console button which corresponds to your brand of printer as indicated in the menu list.

The next screen which you see is the main working screen. This working screen contains a menu of operations which you may choose to do, and a display of the label you are creating. The primary menu choices are:

- Print Label
- New Font
- New Graphic
- Enter Text

Choices are selected by pressing your OPTION button until your choice is highlighted in the menu. Pressing your START button activates the operation which is highlighted. All operations can be cancelled if you change your mind. When the selected operation is complete (or cancelled) the main work screen will

reappear. The display of the label remains visible throughout most of the operations.

SECONDARY MENU CHOICES

All operations are controlled by making additional menu choices as they are presented on your screen. Also when you want to choose a graphic or a font, the menu will offer you a chance to list the directory of the fonts on this disk, or the icons on a MACE Print Shop disk. The menus give you total control of the variables as you create your labels.

There are three variables in each label: the graphic, the font, and the text. You can change any of these variables at any time without affecting the other two. You may also print text without a graphic or a graphic without any text on your label.

LABEL TYPE

The program is designed to print on 3 1/2 inch by 15/16 inch labels (Avery #4145 or equivalent for instance) and must be partially rewritten if you want to use a different size label. The program will ask how many labels you want to have printed and then print that amount for you.

There is no need to waste labels by printing samples. An accurate image of the label you are creating remains on display at the top of your screen through most of the operations. This display image is about twice the size of the actual label. The image reflects all changes as you make them.

FONTS

When you boot the disk it uses the internal font in your Atari computer. You may change to a different font from this disk at any time before or after typing in your text. I prefer to cycle through the different fonts after I've

MICHIGAN ATARI COMPUTER ENTHUSIASTS CONSTITUTION

Adopted September 15, 1981. Amended on
May 17, 1984, July 16, 1985 and October
21, 1986.

** PURPOSE OF ORGANIZATION **

It shall be the purpose of the Michigan Atari Computer Enthusiasts (hereafter called MACE, or the Club) to promote an interexchange of ideas and information concerning ATARI personal computers.

A. MEMBERSHIP AND DUES

There shall be no requirements for membership in MACE other than an active interest in ATARI computers.

The Club, by a (simple) majority vote of those members present at a general membership meeting, may levy upon the entire membership such dues or assessments as shall be deemed necessary for the conduct of the Club's business. Every member must pay these assessments when due, in order to retain all of the rights and privileges of membership in MACE.

Since MACE membership includes all immediate family members, all references to voting in this Constitution allow for ONE vote per membership.

B. ORGANIZATION AND PROCEDURES

Section 1: The Executive Board (E.B.) shall be the chief administrative body of MACE.

A. Voting E.B. members shall be:

1. President
2. Vice President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman
10. Convention Manager

B. Members ex-officio shall be:

1. The chairperson of any committee
2. Members of the previous year's Board

C. Each voting member of the E.B. shall have one vote. The E.B. shall determine its own rules and procedures.

Section 2: The E.B. shall organize, plan and administer Club activities. The E.B. shall carry out the business of the Club between monthly general membership meetings. Decisions made by the E.B. can be over-ruled by a (simple) majority vote, of those members present at a general membership meeting.

Section 3: The President and/or Treasurer may authorize expenditures of Club money up to \$100 per month. The E.B. as a whole, may authorize individual expenditures of up to \$500 per month. Any expenditures of Club funds above \$500 in any month, must be authorized by a majority vote of the membership attending a monthly general meeting. Exceptions to the above rule are the costs of printing and mailing the Journal and the paying of the rental for the general meeting hall.

Section 4: The Club, by a (simple) majority vote of those members present at any general membership meeting, may establish provisional or standing committees to expedite the management of Club activities. Each committee shall determine its own rules of procedure and membership, govern its own affairs and activities, and elect a chairperson and other officials as deemed necessary.

Section 5: All proceedings, not covered in this constitution or bylaws, shall be governed by the latest edition of Roberts Rules of Order. The Executive Board shall determine all questions of constitutionality arising within the Club, and interpret all unclear clauses of this constitution, bylaws, and all Club resolutions.

Section 6: Announcement of a required vote or an election shall be printed in the Journal at least one month prior to the general meeting.

C. ELECTION OF OFFICERS

Section 1: The elected officers of MACE shall be:

1. President
2. Vice-President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman
10. Convention Manager

Section 2: Officers shall be elected for a term of one year, by a ballot of those members present at the September general membership meeting. For purposes of these elections, a quorum will be those members present, with paid memberships.

Section 3: All M.A.C.E. officers shall be at least 18 years of age when elected to office. [Officers often sign contracts for M.A.C.E. and one must be 18 years of age to do so in Michigan.]

Nominations shall be open to all MACE members. In all elections, winners shall be determined by simple majority. If there is no winner on the first ballot, the name of the candidate with the least number of votes shall be withdrawn, and a second ballot is taken. This process shall be repeated until one candidate achieves a simple majority of the vote.

Vacancies occurring between elections shall be filled by special election, to be held at the first meeting following the creation of the vacancy (where there is a candidate for the vacant position).

D. DUTIES OF OFFICERS

The President shall preside at all general membership meetings, and conduct them according to the rules adopted. The President shall enforce observance of the Constitution and Bylaws, and perform the customary duties of the office, as stated in the latest edition of Roberts Rules of

Order.

The Vice-President shall assume the duties of the President, in the absence of the latter, and shall be an ex-officio member of all committees and coordinate inter-committee activities. In addition, the Vice-President shall function as Advertising Manager of the Journal.

The Corresponding Secretary shall be responsible for conducting Club business via the mails. He/She shall carry on all Club correspondence, and be responsible for the preparation of documents on the Club's behalf. He/She shall function as chief communications officer, and shall be responsible for picking up and distributing the mail from the Club P.O. Box.

The Recording Secretary shall keep a record of the proceedings of the Club. His/Her minutes shall be submitted to the membership for approval at each succeeding general meeting.

The Treasurer shall carry out the Club's financial duties, and keep an accurate account of each transaction, and of the Club's current financial status, as well as, assist in the process of corporate financial reporting.

The Journal Editor shall be responsible for the production of the monthly newsletter, and any other Club publication. (The Vice-President shall act as Advertising Manager for the Journal.)

The Meeting Coordinator shall be responsible for seeing that a suitable meeting place is available for the general membership meetings, for planning and organizing the programs for these meetings, and for seeing that sufficient tables and chairs are available each month.

The Disk Librarian shall be responsible for maintaining the Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/She shall sell these disks to MACE members ONLY.

The Membership Chairman shall be

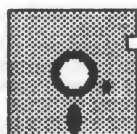
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written the text so that I can see the actual effect. The program uses only upper case letters meaning that all your text will be in capital letters. Many of the fonts on this disk will appear to be the same unless you press your CONTROL key along with the appropriate letter key. The Math font and the Chemical font are two examples of this. Using the CONTROL key with a letter key in either of these special fonts will provide you with special Math or Chemistry symbols. Similarly, some of the foreign language fonts use familiar letters until you press the CONTROL key to access the special letters of that particular language. The Russian font is an example of that. Still, others, such as Greek, have only the Greek alphabet available. Hiero is an exception to everything - it is all Hieroglyphics!

If you want to create your own special font you may do so by loading the program CHAREDIT.EXE from this disk with DOS option L. This program allows you to modify or create a character set to fit your needs and then save the set on this disk.

This disk is new to our library, but the files on it are not. In fact, some of the files I used on this disk have been in the MACE library since 1981. This is an example of rearranging your old files to create new, powerful tools without spending lots of money. "Power without the Price" from MACE.

The MACE CATALOG DISK contains listings of all of the current library disks. You can view these listings on your Monitor Screen or Print them on your Printer. Updates for this disk will be provided for free through the MACE Library and BBS's.



(constitution concluded)

responsible for keeping accurate records of who the Club's members are, when their memberships expire and other member data. He/She shall also print the mailing labels for each month's general membership meeting.

Convention Manager: He/she shall be responsible for coordinating all activities necessary for the planning and holding of any M.A.C.E. sponsored conventions (ie. TARICON). He/she will be chairperson for a Convention SIG, that would handle all matters concerning said conventions.

Since M.A.C.E. does not sponsor such events on a yearly basis, this officer position would only exist after the membership has voted to sponsor the event. The office of Convention Manager would be removed from the board of directors 60 days following the completion of a convention.

E. AMENDMENT OF CONSTITUTION

This constitution may be amended by a vote of 2/3 of the members present at a general membership meeting.

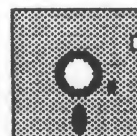
F. UNMENTIONED POWERS

All powers, privileges, rights and duties not otherwise delegated by this constitution, shall be reserved for the general membership of this Club.

G. OFFICER COMPENSATION

M.A.C.E. officers shall be compensated by the renewal of their M.A.C.E. membership, during their term of office. When it is time for their membership renewal, their membership will be extended for one additional year at no charge.

Any officer not serving a full year, will receive free membership equal to the number of month's serve(d) as an officer.



OSS SPECIAL OFFER TO USER GROUP MEMBERS ONLY

Optimized Systems Software, Inc. (OSS, Inc.) will be discontinuing the "MAC/65" cartridge (a powerful Macro Assembler for 8-bit ATARI computers) effective August 1st, 1987, due to the expiration of their distribution rights. The absolute last day that "MAC/65" will be shipped out of OSS, Inc. is July 31st, 1987. As a result, OSS is making a SPECIAL OFFER to all ATARI User Group members. OSS will sell directly to a member, "MAC/65" & "The MAC/65 ToolKit" for \$45.00 plus \$3.00 shipping/handling (California residents must add 7% sales tax). The actual combined retail price for these 2 packages was \$108.95. Your cost of \$45.00 represents a 58% savings from the suggested retail price.

To order your copy of "MAC/65" & "The MAC/65 ToolKit", send a check, money order, VISA or MasterCard Number (with expiration date) and a photo copy of your proof of User Group membership to:

Optimized Systems Software, Inc.
1221-B Kentwood Ave.
San Jose, CA 95129

All orders must be received by July 31st, 1987. Any orders received after this date will be returned.

If you want smooth scrolling action in Graphics 0 (the power-up default mode) try this :

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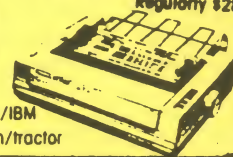
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